100TH ISSUE! 46 PAGES OF N64 PREVIEWS!

Banjo-Kazooie, Zelda 64, Yoshi's Story, NFL Quarterback Club '98, MK Mythologies, Quest 64 and more!

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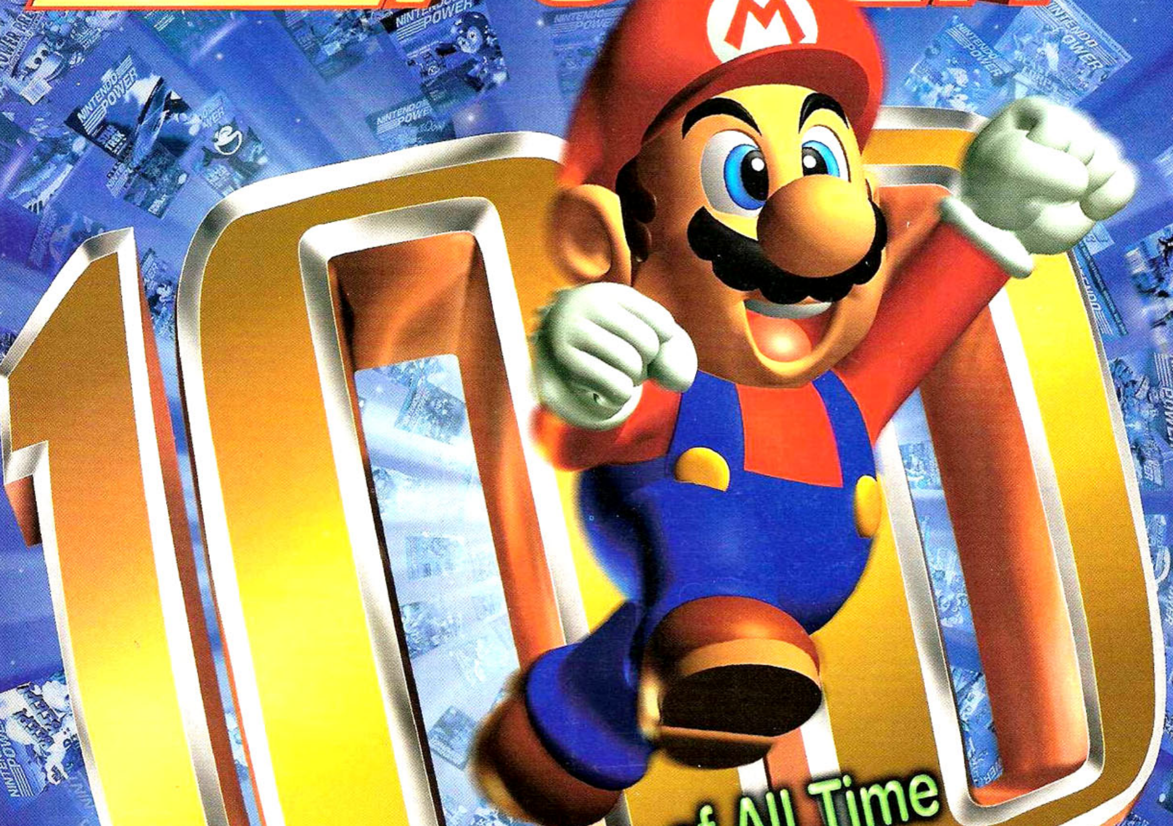

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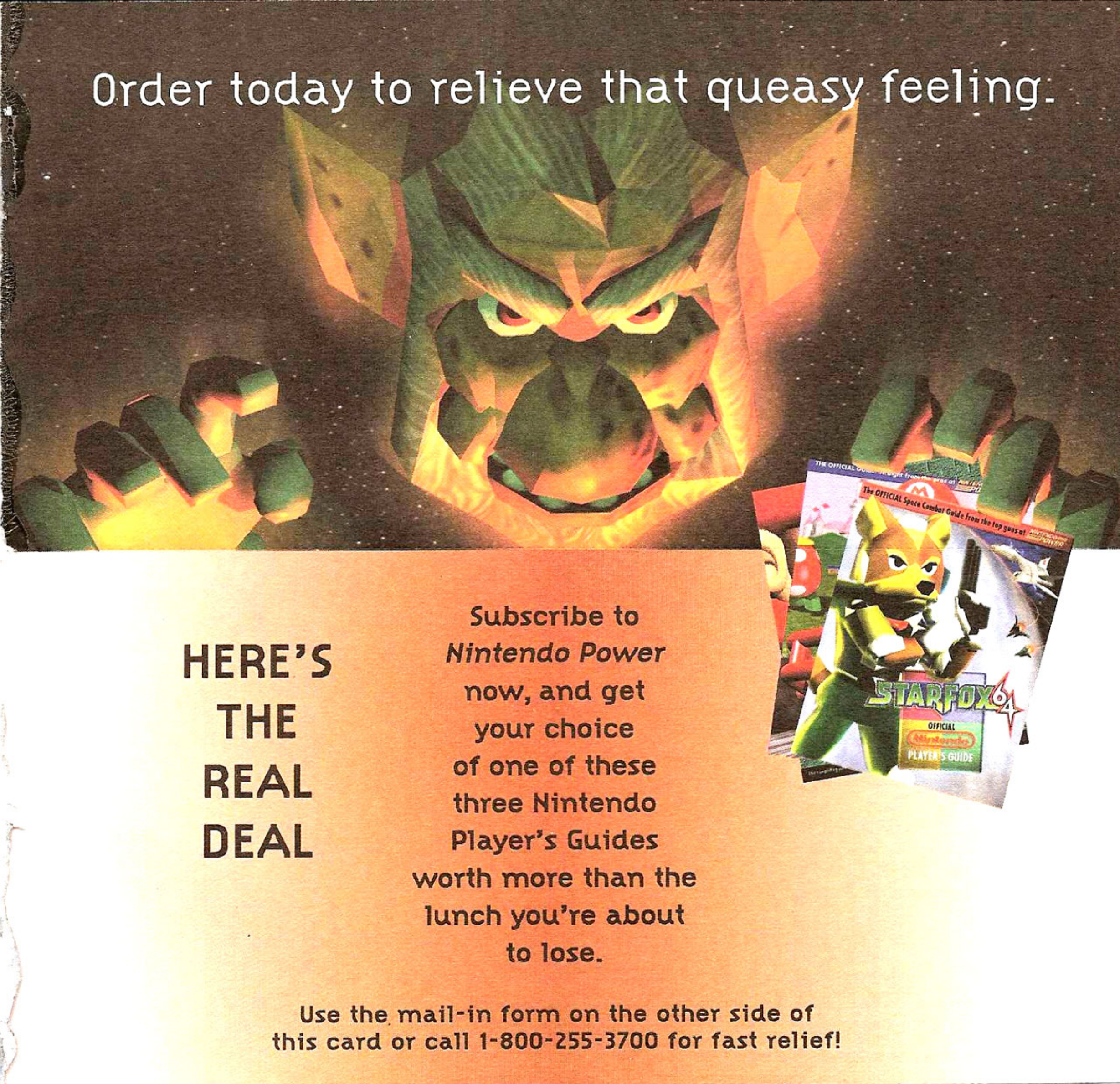
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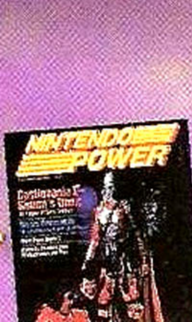
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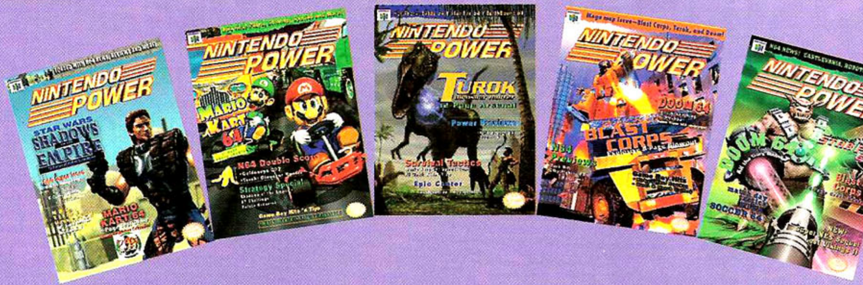

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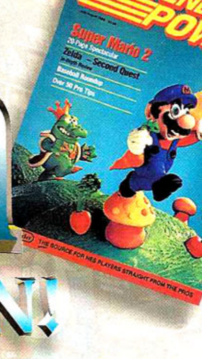
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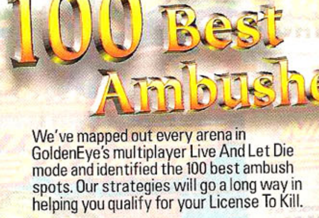
GOLDENEYE 007™

100 Best Ambushes

We've mapped out every arena in GoldenEye's multiplayer Live And Let Die mode and identified the 100 best ambush spots. Our strategies will go a long way in helping you qualify for your License To Kill.



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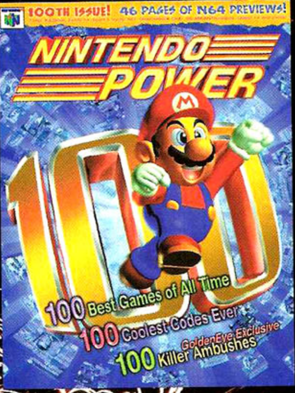
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NINTENDO POWER
100 Best Games of All Time
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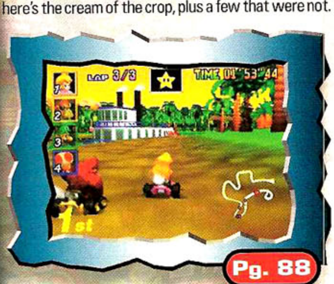
GoldenEye Exclusive
100 Killer Ambushes

100 Best Games of All Time

Some Paks were destined for greatness, while others were destined for the bargain bin. Out of the thousands of titles ever released for all Nintendo systems, here's the cream of the crop, plus a few that were not.


LAP 3/3
TIME 01' 53" 44
1st

Pg. 88

100 Best Codes Ever

Classified Information has been one of the most popular features in NP, so we've compiled a list of 100 of the best codes ever—big weapons, big heads and even some big, juicy bass.

Pg. 68

MIDWAY
MIDWAY
SHOT 10

ZELDA
REGISTER
END
A B C D E F G H I J K
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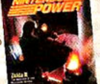
NINTENDO POWER

greatness!

Over the last nine years and 100 issues, Nintendo Power has brought you the best in-depth strategies, the most awesome codes and the sneakiest insider scoops for the biggest games on every Nintendo system. Join us as we take a look at blockbusters past and sneak a peek at what the gaming future holds!

45 Pages of N64 Previews

We walked the walk and talked the talk with all of our sources in the game industry and got the goods on Zelda 64, Yoshi's Story, Major League Baseball Featuring Ken Griffey Jr., Bomberman 64, San Francisco Rush and many more upcoming gems. The fall season is rapidly approaching, and the 64-bit harvest promises to be a bountiful one.

Pg. 13

31 MADDUX
IP H ER BB K
0.2 0 0 0 1
CF GRIFFEY JR
AVG HR RBI
.303 49 140

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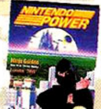
IT'S NP PARTY TIME!

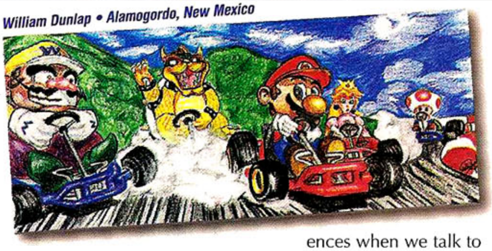


PLAYER'S PULSE

Welcome to Nintendo Power's centennial bash! Thanks to everyone who sent in the hundreds of inspired suggestions for our 100th issue. We couldn't possibly feature all of your ideas, praise, memories, or artwork, but we're 100 percent sure you'll love these letters.

Player's Pulse
MAILBOX
VIDEO SPOTLIGHT

William Dunlap • Alamogordo, New Mexico



Godzilla Vs. Turok?

You're askin' me what will happen over the next 100 issues after this crazy unpredictable one? Well, N64 will probably move from the Rumble Pak to creating an actual simulation cockpit. Zero (Mega Man X3) will probably have his own game series. Geno will have his own RPG series. Link will have battled Predator, and Turok will have defeated Godzilla. Nintendo will start making TVs and stereos, and Sony will go out of business. Well, I've been as creative as I can. Make the next 100 issues a great experience! Keep up your good work!

GrifterWS
Via the Internet

Send in the Clowns

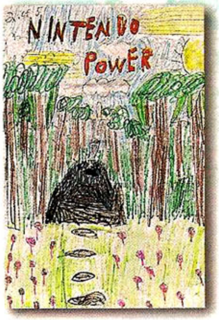
The Super NES and now the N64 are my ways of bonding with my nephews, Ben (age 7), Adam (11) and Jake (13). I'm 47. They live in Kansas and I live in Indiana. My best friend (48), previously a nun for 22 years and now a high school teacher and professional clown ("Melody") and I, a crane operator and clown ("Confetti") play Nintendo games all the time. It's a great way for Melody to bond with her students and for us to bond with our young audiences when we talk to them. Today, I am known to my nephews as the "Nintendo Aunt". You've been a great help for bridging two generations (and hopefully three generations in the future).

Cynthia "Confetti" DeMaranville
Michigan City, IN

Maps and Legends

I would like to thank Marty Pappas and the rest of the Nintendo Power staff for the Turok map layouts in Volume 95. They were a big help. Thank you, Marty Pappas. I would also like to thank those who have created other maps in past issues.

DeRosset Myers
Boston, MA



Reaching Out

My son, Lucas, who drew this picture is autistic. Lucas is 14 years old and loves Nintendo. With autism, children become locked inside themselves. Through the miracle of Nintendo, we have been allowed to reach Lucas and keep him in our world. There are not enough thank-yous to be said.

Diane Prilliman
Scotts Valley, CA

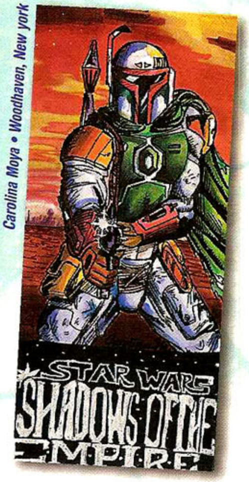
Up on the Rooftop

In Player's Pulse in Volume 94, you challenged a reader to get on to the top of the castle roof in Super Mario 64 without using the cannon. Now, I'm not Mr. Coinmaster, but I made it to the top without using the cannon. First, you get to the top using the cannon and get the Wing Cap. Then, you get back on the ground and fly to the roof with the Wing Cap. My friends and I thought you were supposed to use wall kicks. I now know that I should look at things from each point of view before trying to do anything.

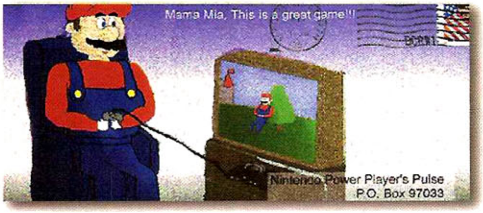
Seth Meyer
Mankato, MN

You're quite the resourceful gamer, Seth! Even we overlooked using the Wing Cap to fly up to the roof. And, actually, you can use wall kicks to leap to the rooftop! It's a tough feat, but with some practice, you may be able to do it. Start at the tree closest to where the castle's right side connects with the green wall. Run to the green wall and jump right before you reach the slope. Triple jump up the slope, and if you land just right, you'll slide back down in the sitting position. From that slide, jump to the castle's brick wall and wall kick off of it. When you kick yourself higher up the brick wall, grab on to it and push up

Carolina Moya • Woodhaven, New york



Adam Smith • Stoneville, North Carolina


Mama Mia, This is a great game!!!

Nintendo Power Player's Pulse
P.O. Box 97033

Background Art: Romina Cabatbat • Upland, California *on the Control Stick to pull yourself up to the roof.*

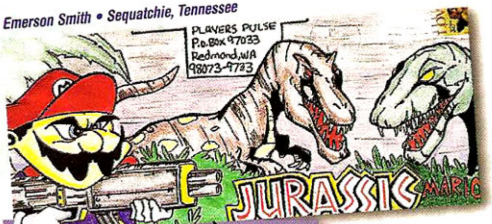
Royal Flush

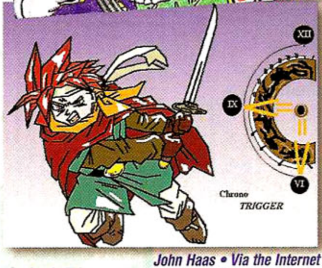
I just noticed that the castle in Super Mario 64 has no bathrooms. Where are they?

Joseph Michael Lovenguth
Via the Internet

We're guessing they're in the royal "throne room."

Emerson Smith • Sequatchie, Tennessee





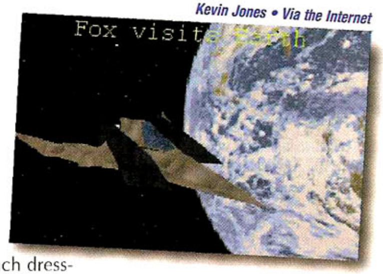
John Haas • Via the Internet

Salad 64

Here it is! After long hours, I have found the fantastic Nintendo salad recipe that you were asking for in Volume 95. First, take any old NES game and throw it in a blender. Grind it into a very fine pulp and put it into a bowl. Next, take large quantities of pasta and any other Italian food and boil until tender. Find the closest witch and give her a mushroom to make magic powder. Add a few Game Boys with small amounts of battery acid to a very large mixing bowl. Also add small amounts of Kirby brand marshmallows, two Yoshi eggs, three toadstools, 120 castle stars, two crying baby penguins, one metal hat, one completed Triforce, three red shells, eight bananas, many thunder bolts and spiny shells, one Peach, and a Gold Controller. Mix with the pasta and add ranch dressing for flavoring. Please eat carefully and don't chip a tooth on a microchip. Eat large quantities of pizza and play only the N64 and the Super NES. Don't sleep for three days and... sorry I was describing the life of a beta tester there.

Chip Wilson
Logan, OH

Kevin Jones • Via the Internet



We're Not Just for Breakfast Anymore

I was watching a video tape that I recorded from a long time ago and came across something that brought back some memories: the commercial for Nintendo cereal. You know, the one that goes, "Nintendo! It's for breakfast now. Nintendo! It's a cereal. Wow! Nintendo! Super Mario jumps. Nintendo! It's a fruit-flavored crunch."

Ryan Nielsen
Via the Internet

Nintendo cereal? Nintendo salads? What's next, Nintendo TV dinners???

The Big Challenge

Here's an Arena Challenge: Can you find someone who would give their Nintendo 64 away to you? Kinda difficult, huh?

Jesse Coley
Almyra, AR

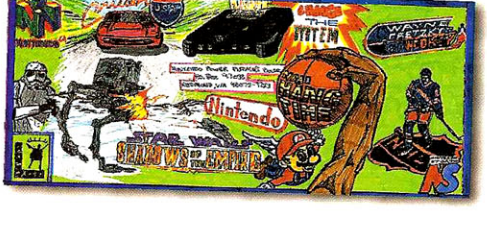
I'm So Excited

I am getting an N64 tomorrow and I am very excited. It's 11:31 p.m. and I can't sleep. I believe that many other people probably went through the same thing when they were waiting to get an N64. To help people out, I suggest you release something on how to handle the excitement.

Matt Honea
Via the Internet

We have. It's called Nintendo Power.

Jeremy Dion • Pickering, Ontario



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PLAYER'S PULSE

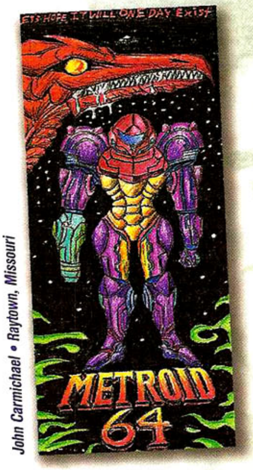
NP has come a long way since it debuted in July 1988. Player's Pulse used to be called "Mail Box", and it wasn't until January 1995 that we started to regularly feature envelope art. A lot happens over 100 issues and many readers have been inspired to wax nostalgic.

No Way Out

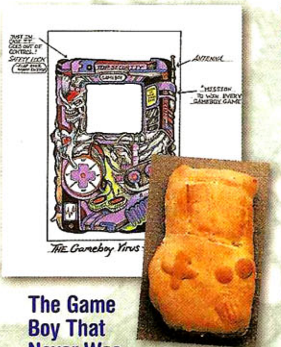
I am 40 years old. I have been a Nintendo fan since 1986. Never regretting a single moment, I now own the NES, Super NES and Game Boy (not to mention hundreds of game cartridges). I possess every issue of your magazine dating back to the "Fun Club News" Volume 1, Number 2. In that issue you mention the Minus World in Super Mario Bros. Getting into World -1 is a piece of cake, but getting out of it is something I have yet to accomplish. I think a present to all of us is in order—you should include in your 100th issue the one secret left untold for the greatest video game of all time. Please, finally reveal this maneuver to us!

Steve Callahan
Bel Air, MD

Unfortunately, the only maneuver that will get you out of the Minus World is to hit the Reset Button, because the area has no exit. That's probably not the present you were hoping for, but it's the thought that counts, right?


IT'S HOPE IT WILL ONE DAY EXIST
METROID 64

John Carmichael • Raytown, Missouri


JUST IN CASE IT GOES OUT OF CONTROL! SAFETY LOCK
ANTENNA
TOP SECURITY
GAME BOY
"MISSION TO WIN EVERY GAMEBOY GAME"
THE Gameboy Virus

The Game Boy That Never Was

I was looking through some old drawings I did a couple of years ago and found my entry for a contest you had a very long time ago (1991). If I had only sent it in. Darn it, what a big dope I am.

Chris Eisert
Erie, PA

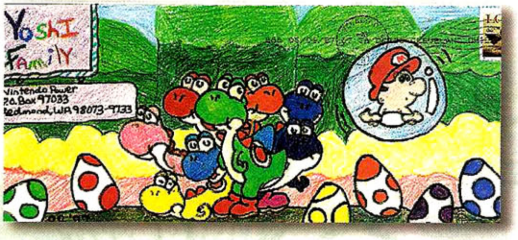
That's quite a creepy Game Boy you've created, Chris. It's almost as strange as David Lanchart and Giorgio and Daniele Mangano's infamous "Bread Boy" featured in Volume 69!

On the Tube

I went to my friend's house, and we started looking through the movies that he had. We popped in a tape and immediately we heard, "Come on everybody, do the Mario!" followed by the Mario Bros. music. It was the "Super Mario Bros. Super Show!" He had about 50 episodes, and we stayed up all night watching them. I remember watching that show and "Captain N" when I was 7 or 8. But what I forgot was that. "The Legend of Zelda" came on every Friday on the "Super Show." As I was watching this tape, I felt like I was at home again. I hope these shows air again, so people who never got a chance to watch them can experience them for the first time. (Sort of like the rerelease of Star Wars, eh?)

George Gumpert
Via the Internet

Sarah Blankenship • North Royalton, Ohio



Figuring Samus Out

I like Metroid so much that my friend and I made a Samus action figure from foam board, neon paint and a doll from my little sister (she was mad at first). I hope you will print these pictures, because Nintendo encourages creativity!

Derrick Gorian and
Billy Zieska
Minneapolis, MN

Looking Forward

Keep up the great work! I'll be planning to see you in 100 more issues. Fifty issues ago, your editor in chief Gail Tilden said, "May we celebrate Nintendo Power's 100th issue together!" And as we celebrate the next one hundred issues, may we always look forward through the

A Brief History of Nintendo

1889: Fusajiro Yamauchi founds his gaming company (specializing in playing cards), Nintendo.

1980: Nintendo introduces Game & Watch portable games.

1981: Donkey Kong debuts in arcades.

1985: The NES along with R.O.B. and the Light Zapper Gun shoot into stores.

1989: It's a boy! Game Boy is born.

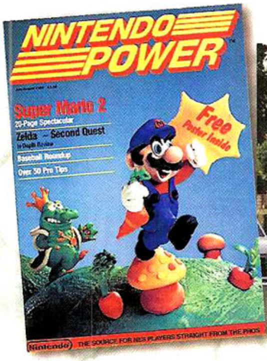
1991: The Super NES storms onto the scene.

1994: Super Game Boy brings Game Boy to your television screen.

NINTENDO POWER
DUCK TALES

eyes of technology, while never forgetting the past. I'll be with you every step of the way.

Chris Helms
Via the Internet



Fashion Faux Pas

I was cleaning out these boxes in my closet and I found R.O.B. in perfect condition. I tried playing him on my old NES with Gyromite, and he worked perfectly! I also found the first issue of NP. I have always wanted to tell you that on the cover MARIO'S SUIT IS BACKWARDS! The red is switched with the blue!

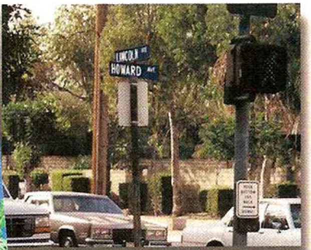
Mario De Miguel
Via the Internet

After 100 issues, the secret's out! Mario owns more than one pair of overalls!

King of the Road

While driving around the other day, I spotted an intersection that had the name of Nintendo of America's chairman, Howard Lincoln on it. I decided to take a picture of it, and hopefully you will print it. I would also like to know if you have any new information or pictures of Body Harvest. I've been anxious to play it ever since I saw pictures of it from Shoshinkai in 1995.

Marcos Galaviz
Huntington Park, CA



We knew that Howard was influential, but this really puts him on the map! Thanks for the photo, and, in return, flip to page 52 to catch a peek at Body Harvest–it's part of our 100th anniversary preview blow-out. You've been waiting since 1995 for Body Harvest, and the game's developers at DMA Design assure us that it's well worth the wait (the best things in life are worth waiting for, like a 100th anniversary).

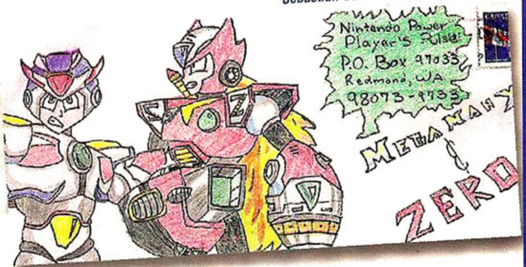
Star Search

What ever happened to the "Celebrity Profile" section of your magazine?

Cass Tuttle
Via the Internet

Over its nine years of existence, NP has changed considerably. Regular features come and go, and Celebrity Profile was one that readers lost interest in. Sure, we've interviewed Nintendo fans such as Will Smith, Jay Leno and Tim Allen who've gone on to become huge stars (coincidence?), but we've also featured such stellar luminaries (read: where are they now?) as the New Kids on the Block, Willie Aames of "Charles in Charge" and Alex Winter, the OTHER guy in the Bill & Ted movies. Readers demanded more gaming tips and strategies, so NP began changing. Features like NES Journal fell by the wayside, while Power Players evolved into Arena and Classified Information filed away its venerable manila folder background. For a trip down memory lane turn the page and join us as we reminisce about 100 issues of Power!

Sebastian Soo • Scarborough, Ontario



WRITE AWAY RIGHT AWAY!

One-hundred issues older, NP is entering the next generation. To ring in our centennial, Player's Pulse is introducing some computer-generated art designed by our readers. Whether you draw by hand or by mouse, keep that artwork coming in!

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA 98073-9733
E-mail: noapulse@nintendo.com

1996: The Nintendo 64 revolutionizes home gaming.

1997: The Rumble Pak shakes things up for the N64, while Nintendo Power turns 100.

Background Art: Luke Jennings • Hockessin, Delaware

NP 100

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Prerecorded Game Tips and Future Product Information

News about recent releases and upcoming games for all Nintendo systems.
Call for help on Star Fox 64, Hexen, War Gods, Super Mario 64, Blast Corps, Turok: Dinosaur Hunter, Doom 64, Killer Instinct Gold, Star Wars: Shadows of the Empire, PilotWings 64 and Mortal Kombat Trilogy for the Nintendo 64. There's also help for any Super Mario game for the Super NES and NES, Donkey Kong Land for the Game Boy, any Zelda game, Donkey Kong Country 1, 2, and 3, Harvest Moon, Lost Vikings 2, EarthBound, Illusion of Gaia, Lufia II, Super Metroid, Secret of Evermore, Chrono Trigger, Final Fantasy III, Super Mario RPG, Breath of Fire I and II, Killer Instinct, Street Fighter Alpha 2, Mortal Kombat II, Mortal Kombat 3 and Ultimate Kombat 3. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

NINTENDO POWER SOURCE

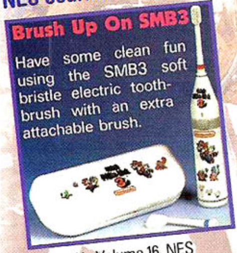
www.nintendo.com
E-mail: nintendo@nintendo.com

NINTENDO POWER
TETRIS

PLAYER'S PULSE

Thanks for the memories! Over its 100 issues of existence, Nintendo Power has constantly evolved. Who knows what's in store for the next 100 issues, but here's a glimpse of NP's history as we conjure up the ghost of Power's past.

NES Journal



Brush Up On SMB3

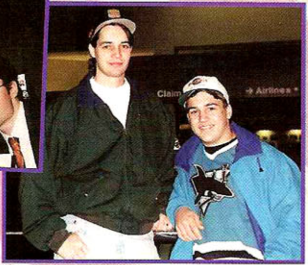
Have some clean fun using the SMB3 soft bristle electric toothbrush with an extra attachable brush.

Retired in Volume 16, NES Journal was one of NP's original features. The section featured random Nintendo news like the SMB3 electric toothbrush.

NES Journal also covered non-gaming news, such as the new television season. In Volume 2, it previewed "TV 101" a series starring a then-unknown Matt LeBlanc (now better known as the dumb guy from "Friends"!).

Above: Roger Clemens of the Boston Red Sox poses with Leslie Swan, Jeff Bafus and Dan Owsen. Right: Jeff and contest winner Jason Price on their way to see the San Jose Sharks.

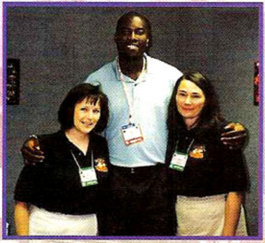
Power Prizes



Our contest prizes are always as fun as our games. Past winners have gotten to meet Arnold Schwarzenegger, Ken Griffey Jr., and DJ Jazzy Jeff and the Fresh Prince (Will Smith). One contest rewarded a lucky reader with tickets to every game of the World Series. Other winners have won trips to exotic locales such as the Mayan Ruins (for Pitfall) and Tortola in the British Virgin Islands (for Final Fantasy II). Of course, out of 100 contests, not every one can run perfectly. Jeff Bafus, one of our editorial consultants, remembers returning in a limousine with the Volume 64 contest winner after they had visited Chris Berman at ESPN. The limo's tire blew out, and Jeff spent much of the night scouring the Connecticut freeway to find the car's hubcap. "We found some pretty cool garbage, but no hubcap," Jeff joked. (At least they got to ride in a limo!)

NINTENDO POWER

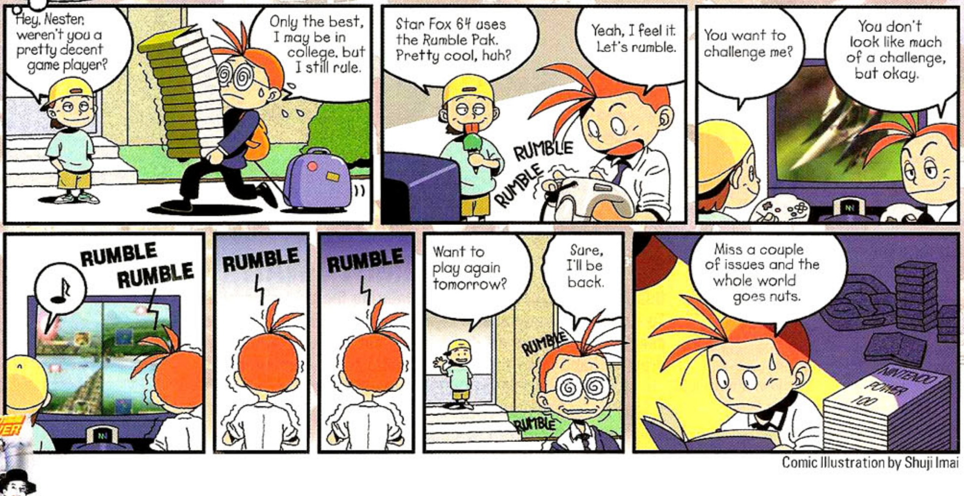
So that's what they look like! The crew from Nintendo Power and Nintendo Power Source take a break to pose on the skybridge at NOA headquarters.



Leslie Swan and Gail Tilden hoop it up with Charlotte Hornet's Glen Rice at the '97 E3 Show in Atlanta.

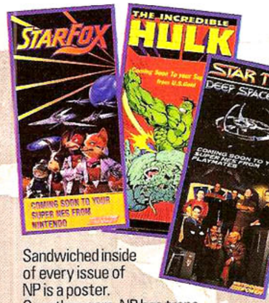
I SHOULD BE PRESIDENT!

NP's very own comic strip character, Nester, entertained readers since our very first issue. After December 1993, he went AWOL (however, he's been spotted masquerading as "Lark" in PilotWings 64). Just in time for our 100th issue, Nester crash lands back into NP, and it wouldn't be a party without him.

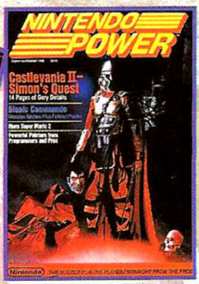

Hey, Nester, weren't you a pretty decent game player?
Only the best, I may be in college, but I still rule.
Star Fox 64 uses the Rumble Pak. Pretty cool, huh?
Yeah, I feel it. Let's rumble.
RUMBLE
RUMBLE
You want to challenge me?
You don't look like much of a challenge, but okay.
RUMBLE
RUMBLE
RUMBLE
RUMBLE
Want to play again tomorrow?
Sure, I'll be back.
RUMBLE
RUMBLE
Miss a couple of issues and the whole world goes nuts.
NINTENDO POWER 100

Comic Illustration by Shuji Imai

On the Wall


STAR FOX
COMING SOON TO YOUR SUPER NES FROM NINTENDO
THE INCREDIBLE HULK
Coming Soon To your Super NES from U.S.Gold
STAR TREK DEEP SPACE NINE
COMING SOON TO YOUR SUPER NES FROM PLAYMATES

Sandwiched inside of every issue of NP is a poster. Over the years, NP has transformed Charles Barkley, Bart Simpson, Spider-Man and some of these colorful characters into pinups. Who do you have on your wall?



NINTENDO POWER

Castlevania II— Simon's Quest
14 Pages of Gory Details

Bionic Commando

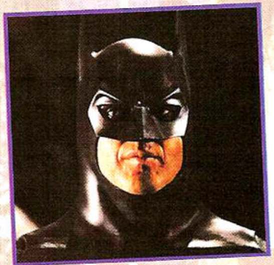
More Super Mario 2

Powerful Pointers from Programmers and Pros

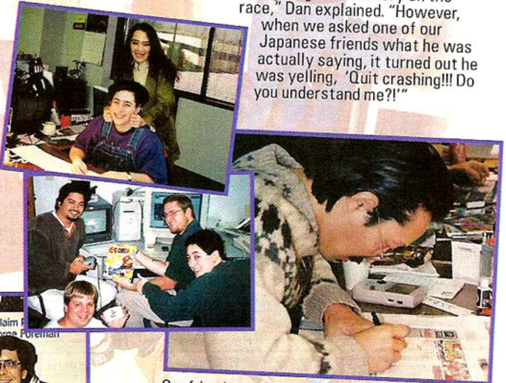
With games like Doom 64 out, nothing's shocking anymore. In 1988, it was a different story, however. More people complained about the cover of Volume 2 than any other cover. Severed heads and an actual cow heart just weren't as palatable back then.

Power Sliding

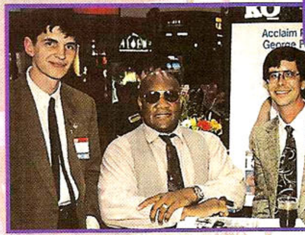
To work on the Ninja Gaiden II Strategy Guide, Dan Owsen, one of NP's original writers (currently known as "Ask Dan" at www.nintendo.com) journeyed to Japan. There, Dan and Howard Phillips discovered "Tokyo Circuit," a roller rink-cum-indoor go-cart track. Dan and Howard ended up swerving and skidding through the course. All the while, the announcer was yelling at them in Japanese. "We thought he was giving commentary on the race," Dan explained. "However, when we asked one of our Japanese friends what he was actually saying, it turned out he was yelling, 'Quit crashing!!! Do you understand me?!'"



In Volume 42, our poster boy was Michael Keaton as Batman. Heroic as he may look, the folks at the Batman camp didn't think Keaton appeared as square-jawed as the caped crusader should be, so our design team came to the rescue and touched up his "jowls."



Our friends at V Design have been your guiding light, devising strategies and creating maps and layouts for NP. Art Director Yoshi Orimo (above in '90) spices up Player's Pulse, while Hiroko Nagami puts a grin on Sonja Morris's face. The rest of the gang (l-r): Scott Douwes, Marty Pappas, Brandon Baltzell and Sonja Morris.



George Sinfield and Scott Pelland pose with boxing great George Foreman at a 1992 Consumer Electronics Show.

Surfs up. Leslie Swan hangs ten at Summer CES '93.

Owsen. Dan Owsen. Nintendo Power Source's "Ask Dan" scares the living daylights out of us by revealing his double life as a super-suave secret agent.

Cher and Michael are cheap imitations, but Gail and Dan are the real thing. Jan. CES '1991.

NP 100

Top 30 Power Chart Picks of All Time

After tabulating the Power Chart results from all 100 issues, Link's 1992 Super NES adventure comes out on top. (The highest ranking N64 game, Super Mario 64, checked in, quite fittingly, at number 64.)

1. THE LEGEND OF ZELDA: A LINK TO THE PAST
2. METROID II: RETURN OF SAMUS
3. THE LEGEND OF ZELDA: LINK'S AWAKENING
4. SUPER MARIO BROS. 3
5. THE LEGEND OF ZELDA
6. TETRIS
7. SUPER MARIO LAND 2: 6 GOLDEN COINS
8. SUPER MARIO KART
9. DR. MARIO
10. SUPER MARIO LAND
11. FINAL FANTASY
12. TETRIS
13. FINAL FANTASY II
14. SUPER MARIO BROS. 2
15. SUPER METROID
16. DR. MARIO
17. METROID
18. ZELDA II: THE ADVENTURE OF LINK
19. WARIO LAND: SUPER MARIO LAND 3
20. FINAL FANTASY III
21. DONKEY KONG COUNTRY
22. TECMO SUPER BOWL
23. BATTLETOADS
24. DONKEY KONG LAND
25. KIRBY'S DREAM LAND
26. SIMCITY
27. CHRONO TRIGGER
28. FACEBALL 2000
29. SUPER MARIO WORLD
30. MEGA MAN II

🟥 NES

🟦 SUPER NES

🟨 GAME BOY

POWER CHARTS

With 67 months of voter support under his belt, it's no wonder that Link can top both this month's Power Charts and our top 30 tally of all 100 editions of the Power Charts. No slouch by comparison, Star Fox 64 is renewing interest in its original incarnation and is inspiring gamers to become SNES Star Fox frequent fliers again.

NINTENDO 64 TOP 10

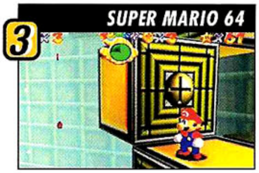
1 **STAR FOX 64**

Location con-
firmed. Send-
ing supplies.

Securing its place in video game history for selling the most copies in one day, Star Fox 64 will also go down in NP history as being the top game in the 100th edition of the N64 Power Charts.

2 **MARIO KART 64**

3 **SUPER MARIO 64**



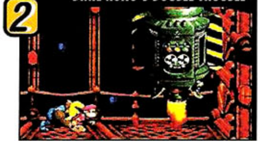
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	STARFOX 64	NINTENDO	6	4
2	MARIO KART 64	NINTENDO	1	9
3	SUPER MARIO 64	NINTENDO	2	12
4	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	4	12
5	TUROK: DINOSAUR HUNTER	ACCLAIM	3	12
6	GOLDENEYE	NINTENDO	7	9
7	BLAST CORPS	NINTENDO	5	4
8	CRUIS'N USA	NINTENDO	9	9
9	WAVE RACE 64	NINTENDO	10	12
10	KILLER INSTINCT GOLD	NINTENDO	—	10

SUPER NES TOP 10

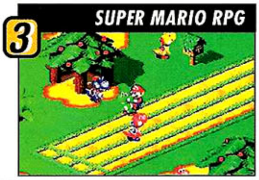
1 **THE LEGEND OF ZELDA**
A LINK TO THE PAST

A Link to the Past is another one for the history books. Over NP's 100 issues, it has earned more votes than any other title, making it the Power Charts' most popular game of all time.

2 **DONKEY KONG COUNTRY 3**
DIXIE KONG'S DOUBLE TROUBLE



3 **SUPER MARIO RPG**



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	67
2	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	11
3	SUPER MARIO RPG	NINTENDO	2	17
4	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	29
5	FINAL FANTASY III	SQUARE	4	33
6	SUPER MARIO KART	NINTENDO	7	53
7	DONKEY KONG COUNTRY	NINTENDO	8	35
8	CHRONO TRIGGER	SQUARE	5	26
9	STAR FOX	NINTENDO	—	54
10	SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	9	23

GAME BOY TOP 5

1 **THE LEGEND OF ZELDA**
LINK'S AWAKENING

Just in time for our centennial, Samus returns to the top five. She's no match for Link, however, who reawakens at number one on this month's chart and near the top of our top Power Charts of all time.

2 **DONKEY KONG LAND 2**

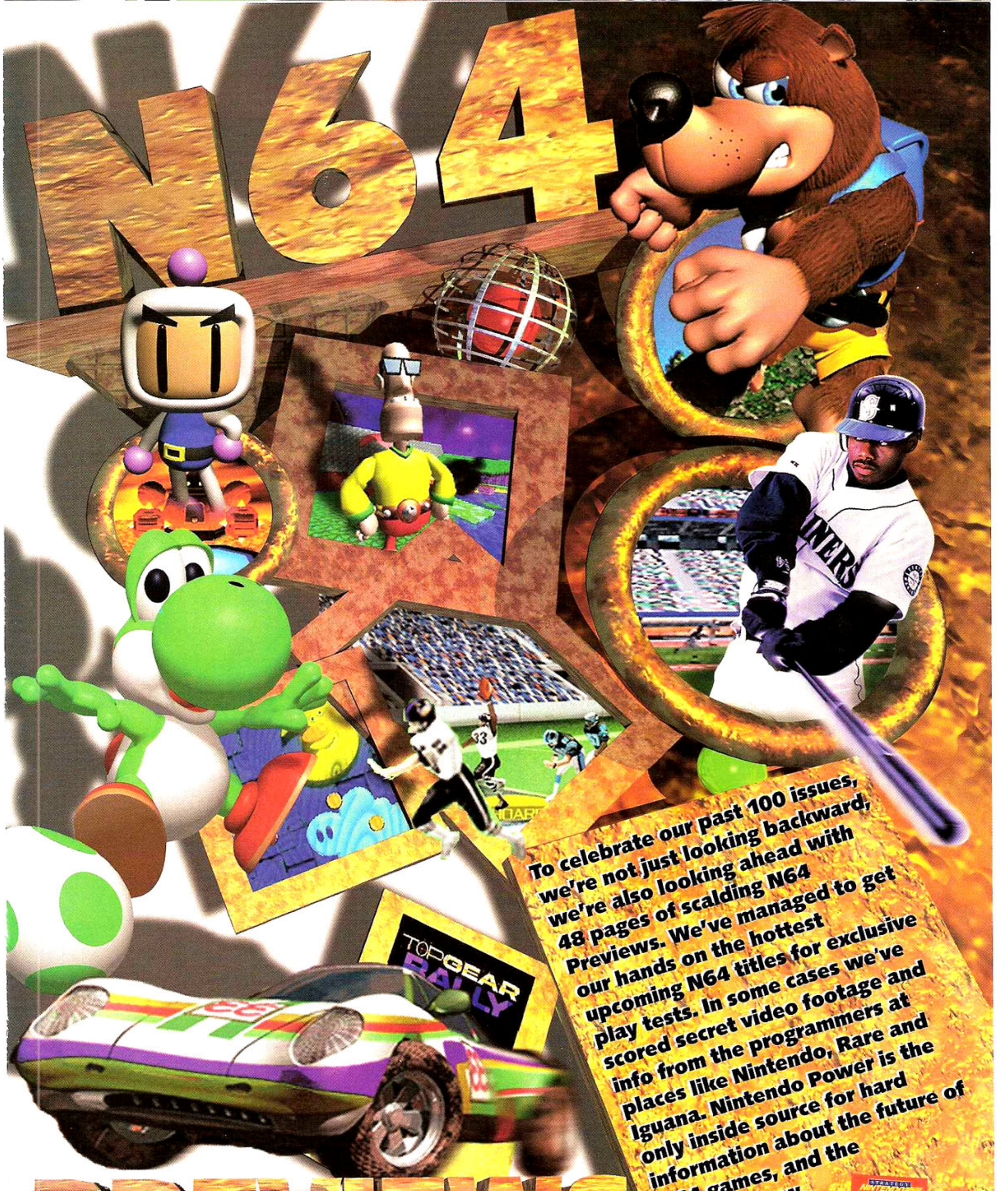
3 **SUPER MARIO LAND 2**
6 GOLDEN COINS

1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	53
2	DONKEY KONG LAND 2	NINTENDO	2	13
3	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	3	58
4	METROID II: RETURN OF SAMUS	NINTENDO	—	69
5	DONKEY KONG LAND	NINTENDO	4	32

MOST WANTED

1. ZELDA 64 (N64)
2. STAR FOX 64 (N64)
3. NINTENDO 64 DISK DRIVE
4. EARTHBOUND 64 (N64)
5. TUROK 2 (N64)
6. CLAY FIGHTER 63 1/3 (N64)
7. YOSHI'S STORY (N64)
8. NINTENDO 64
9. MARIO KART 64 (N64)
10. SIMCITY (N64)

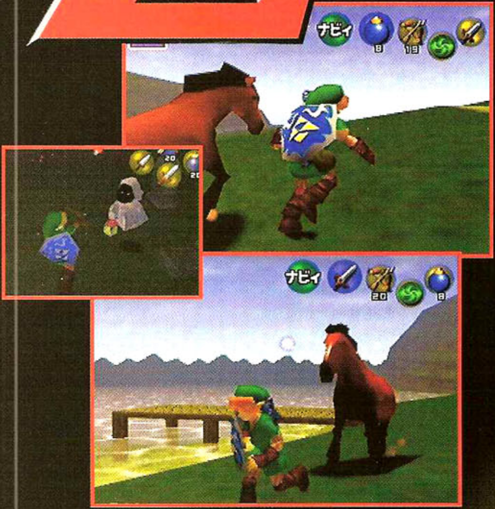
N64 PREVIEWS


TOP GEAR RALLY

To celebrate our past 100 issues, we're not just looking backward, we're also looking ahead with 48 pages of scalding N64 Previews. We've managed to get our hands on the hottest upcoming N64 titles for exclusive play tests. In some cases we've scored secret video footage and info from the programmers at places like Nintendo, Rare and Iguana. Nintendo Power is the only inside source for hard information about the future of N64 games, and the future is now.

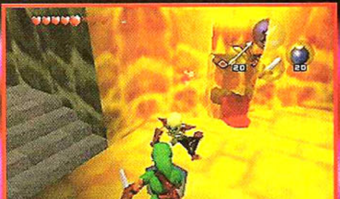
STRATEGY
NINTENDO POWER
GUIDE
MARIO BROS. 3

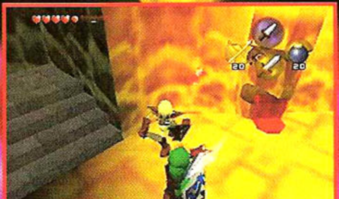
ZELDA© 64

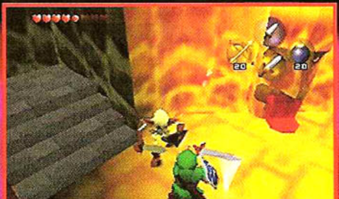


Flame and other lighting effects will make for intense drama in Zelda 64. When completed next year, it should be a record-breaking 256 megabits.

Up until now, trying to get news out of Shigeru Miyamoto on Zelda 64 has been like trying to get light out of a black hole. No more. We pinned down the master and got some tantalizing tidbits about the master's masterpiece for our exclusive N64 Preview.







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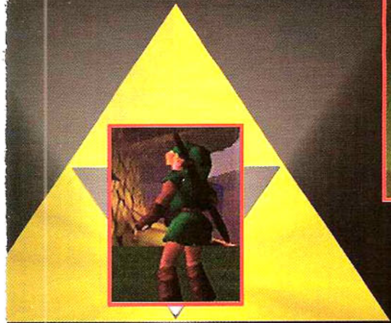
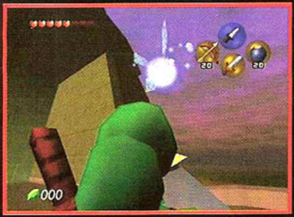
NINTENDO POWER
RESCUE RANGERS

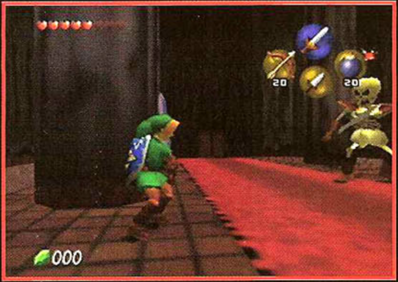


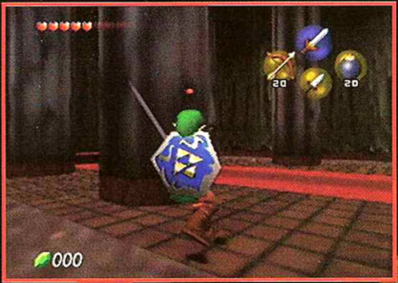


So who is the little fairy that flies everywhere with Link? As it turns out, everyone in Link's clan has a fairy helper. These fairies aren't just the healers from previous Zelda games. They can help in many ways, including in battle.

GANON'S BACK

Finally, Miyamoto spoke to us about the story and setting of the most anticipated of upcoming N64 games. The biggest news is that Ganon will return as the bad boy of Hyrule. As Zelda fans know, Ganon has a thing for the Triforce and Princess Zelda. In the new adventure, Zelda will once again fall into the villain's clutches. Part of the game will explain why Ganon, once a lowly thief, became such a twisted despot. As for the setting, Miyamoto told us that the world "is a size that would be difficult to cross in an entire game day. That's why Link will be able to drive a vehicle." He didn't tell us exactly what sort of vehicle—a Linkoln, perhaps. Miyamoto also described several areas, mentioning mountains, valleys, a deep "fairy" forest, and the mythical Zola Lake. Surrounding Hyrule Castle will be a bustling town. Other changes include ten sword motions and a "big, two-fisted sword." We'll also find several types of arrows and be able to shoot bows in different ways. EAD used motion capture for the fighting animations, so we can expect a high level of realism. In the videos we received, the animation looks fast and smooth. Some of the most impressive sights are the special effects such as fire, shifting lights and dramatic camera angles and pans for cinematic effects. A big part of Zelda games has always been the puzzles. Miyamoto stressed that there will be some familiar types of puzzles, but there will be fresh approaches, too, such as the use of the Rumble Pak to give clues. More than anything, Miyamoto wants players to feel as if they are going to a real place. We'd like to get there, too, but we'll all have to wait until early next year, which is the probable release time for Zelda 64.

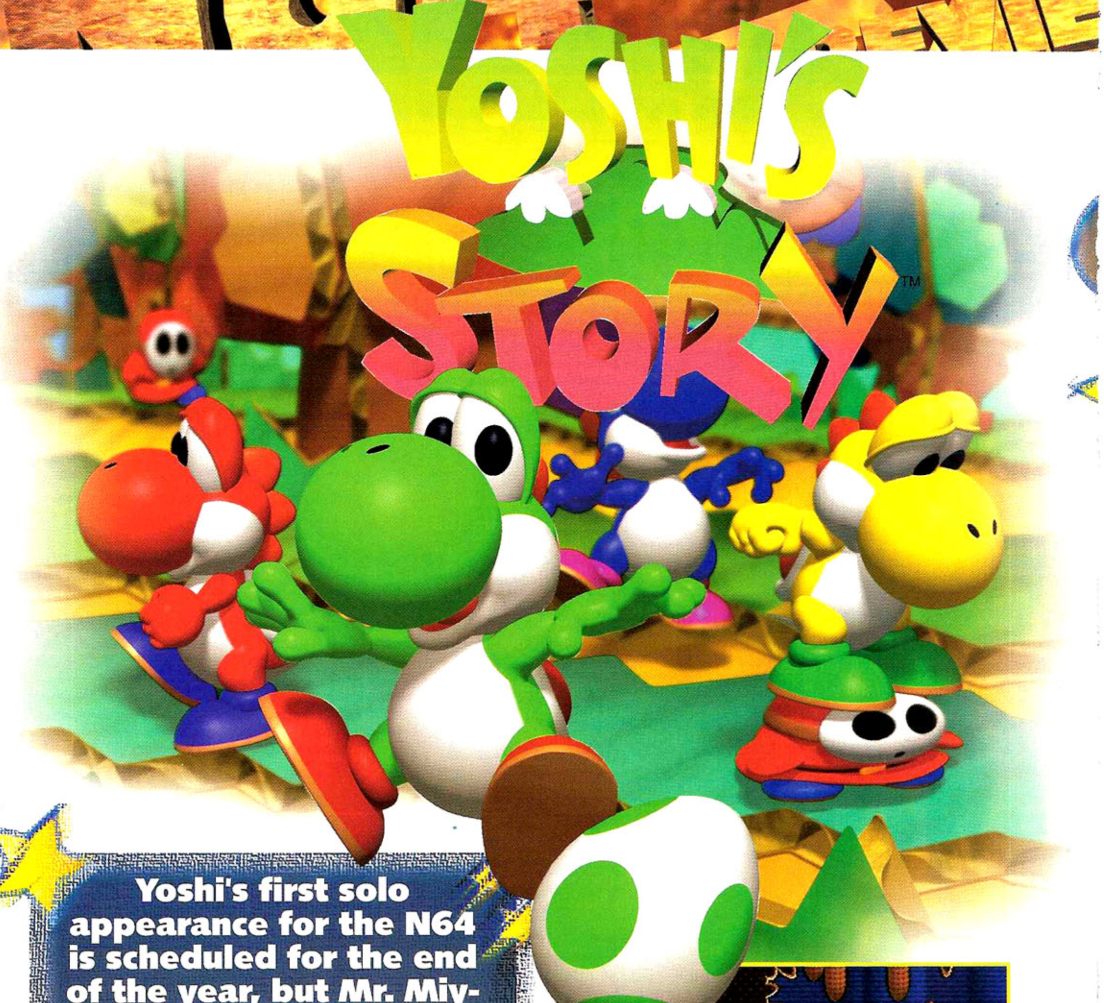




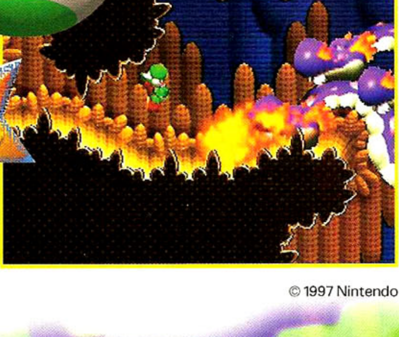
Link can press his attack against Stalfos and other soldiers of Ganon, but as we learned from the most recent video footage, he can also retreat realistically, backing away from the aggressor. Another thing to look for in Zelda will be creatures and backgrounds that transform with the push of secret switches.

STRATEGY
NINTENDO POWER
GUIDE
NINJA GAIDEN II

YOSHI'S STORY™



Yoshi's first solo appearance for the N64 is scheduled for the end of the year, but Mr. Miyamoto recently shared some secrets with Nintendo Power for this sneak preview. We still don't know a lot about this sequel to Yoshi's Island, but the more we see and hear, the more excited we get.



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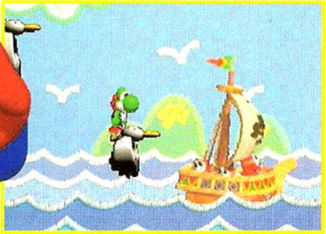
WHAT IS 2 1/2-D?

Mr. Miyamoto, Mr. Tezuka and other members of the Yoshi's Story team have been referring to the style of the title as a 2 1/2-D action game. We asked them just what this means. They said that Yoshi's Story is similar to Donkey Kong Country in that it uses hi-res, pre-rendered graphics, but with a twist. The N64 allows them to use special effects, such as rotation, enlargement or shrinking of background elements or characters. Most of the action will be traditional side-scrolling stuff, but interactions may be affected by the rotation or scaling of objects. It's not fully 3-D, but it's a bit more than 2-D. Hence 2 1/2-D. Makes sense to us.



Although Yoshi won't sprout wings to fly, he can paddle in mid-air for a limited flying effect that can keep him from falling in the drink.

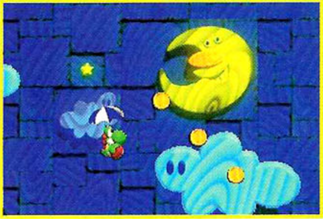
A GAME HATCHES

For months now we've seen tantalizing images of this game, but as the deadline for completion approaches, we're finally learning a little bit more about Yoshi's Story. For one thing, the name has changed to reflect Yoshi's importance to the game. One of the big questions we wanted to have answered was if Mario will appear in some form (infant or otherwise) in this sequel to Yoshi's Island. The answer from the EAD development team is an emphatic no. This is Yoshi's game.

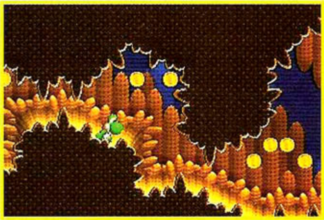
Most players won't miss Mario's crybaby act, and the developers promise to bring back many favorite elements from the original game. The egg attack will return along with Yoshi's pound the ground move. We also learned that some boss characters will return from the original game, but we don't know just which ones are slated to reprise their roles.

Each of the six worlds and 24 courses will be new and the game will use a whopping 128 megabit Game Pak--the first of a new generation of super size N64 games. Miyamoto's team will pack the Pak with ACM graphics and lots of surprises. The idea is to create lots of hidden things in every course for players who want to explore and search for everything. "We designed the game for players who want to go back and play the same stages over," Mr. Miyamoto told Power.

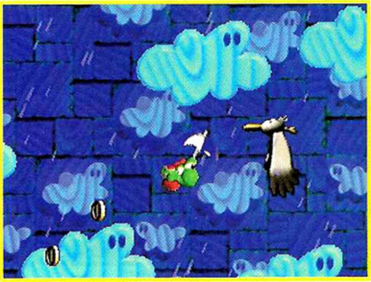
One of the elements players will find will be a whole herd of little Yoshi's. Miyamoto also hopes to surprise players with special sound effects. Yoshi's Story will make use of the Rumble Pak, as well. Really, the biggest question is when. We're keeping our fingers crossed for a pre-Xmas release.



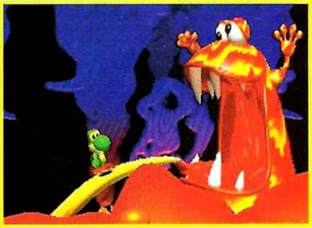
Umbrellas aren't just for shedding the rain. Yoshi pops his bumbershoot to float through an evening sky collecting rotating coins.



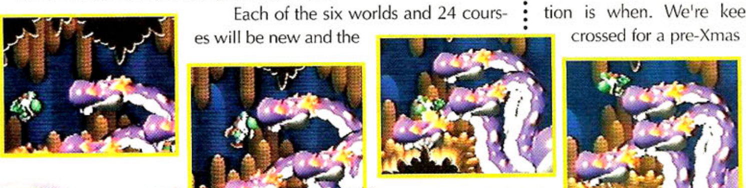
The caves will hold many secrets for Yoshi to uncover. He'll also run into plenty of challenges, from bosses to obstacles.



Is Yoshi hitching a ride in the wake of this stork? EAD won't yet reveal if Yoshi can transform himself into a helicopter or other cool things as in Yoshi's Island.



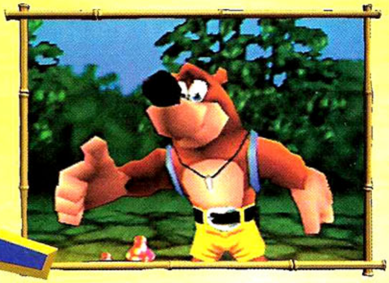
This blargg looks like he'd enjoy an egg or two. Although eggs may be Yoshi's main weapon, expect many varied attacks.

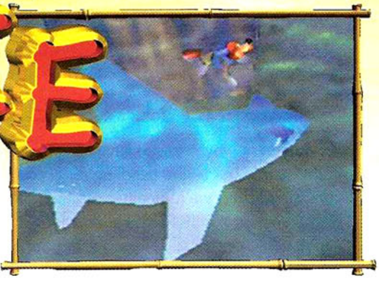


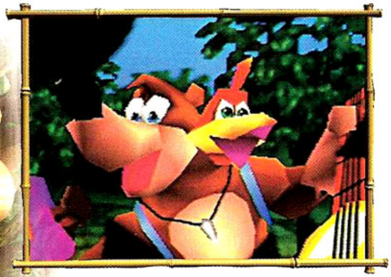
This sequence shows Yoshi pounding one of the dragon heads with his patented stomp.

STRATEGY
NINTENDO POWER
GUIDE
FINAL FANTASY

BANJO-KAZOOIE™





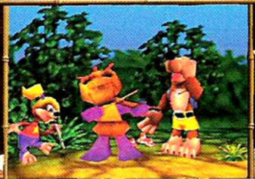


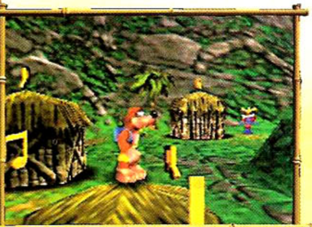
Initially, we were flattened by the graphics in Banjo-Kazooie, but now that we've played several versions, we're glimpsing the foundations of a great game beneath the pretty pics. Of course, the question remains—is it cool to tote a bird in your backpack?

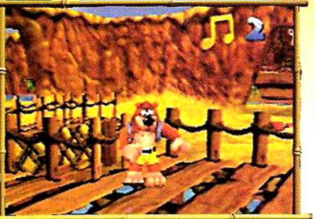
©1997 Nintendo/Rare. Game by Rare.

WHEN BANJO MET KAZOOIE

We'd like to say that the story of Banjo and Kazooie is one of the great love stories of all time, but it's not. In fact, the bear and the bird turn out to be more like traveling companions. It seems that Banjo's true sweetheart is Piccolo, who is bearnapped during a musical jam in the park. Banjo is further thrown for a loop when Kazooie hatches from her egg and immediately hops into the bear's backpack. The bird and bear become inseparable as they search through islands, swamps, volcanos, forests, deserts—16 worlds are planned at this time—for the missing Piccolo. Along the way, they'll receive help from friends and the mysterious shaman, Mumbo Jumbo.





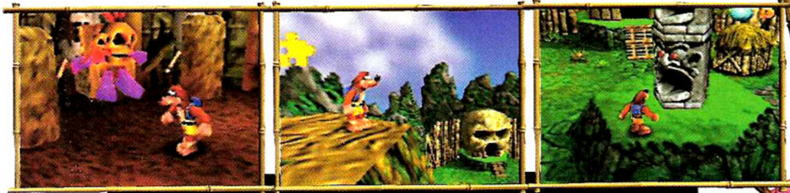


The early play test version of Banjo-Kazooie featured two areas and the game's introduction, but many elements had not yet been included. The 16 worlds should include Mumbo's Mountain and Hammerhead Beach, shown here, Bubblegloop Swamp, the Fungus Forest, Mount Fire Eyes and other areas.

WAYS AND MEANS

So, what's the game like? Like most action games, it seems that we had to collect things. The most important things were the golden jigsaw puzzle pieces. The puzzle pieces acted as keys, letting us warp to new regions. In the first area, we had to collect three puzzle pieces before we could warp to the seashore. Of those three pieces, one had to be the jigsaw piece from the top of the termite hill. Collecting the pieces took many skills—sometimes they were hidden, or in difficult-to-reach places, or protected by an enemy. Of course, all these locations might change by the time the game is finished, but we found the basic activities were challenging and fun even at this early stage.

But knowing that you have to collect puzzle keys can be the easy part, especially when you're being chased by a mad, snorting bull with horns that could turn our heroes into a bearskin rug and a feather duster. Another main challenge in the game is how you deal with baddies and obstacles. As you might have guessed, you can't just punch your way through bosses or think your way up a series of widely separated platforms. You'll have to use both your head and hands. It's classic action stuff with some innovative twists.

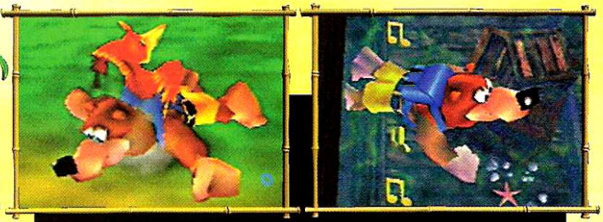


Collecting the puzzle pieces is Banjo and Kazooie's number one goal. When Mumbo Jumbo turns you into a termite, you can head into the termite hill and climb to the top for the key puzzle piece. The mysterious totem statue in the village holds its own prize of a golden puzzle piece in this version of the game.

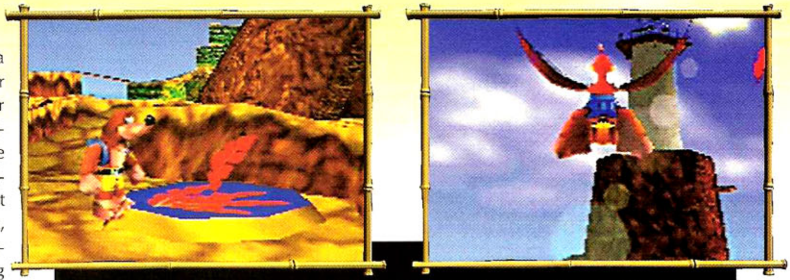
STRATEGY
NINTENDO POWER
GUIDE
4-PLAYER EXTRA

A REVOLUTION

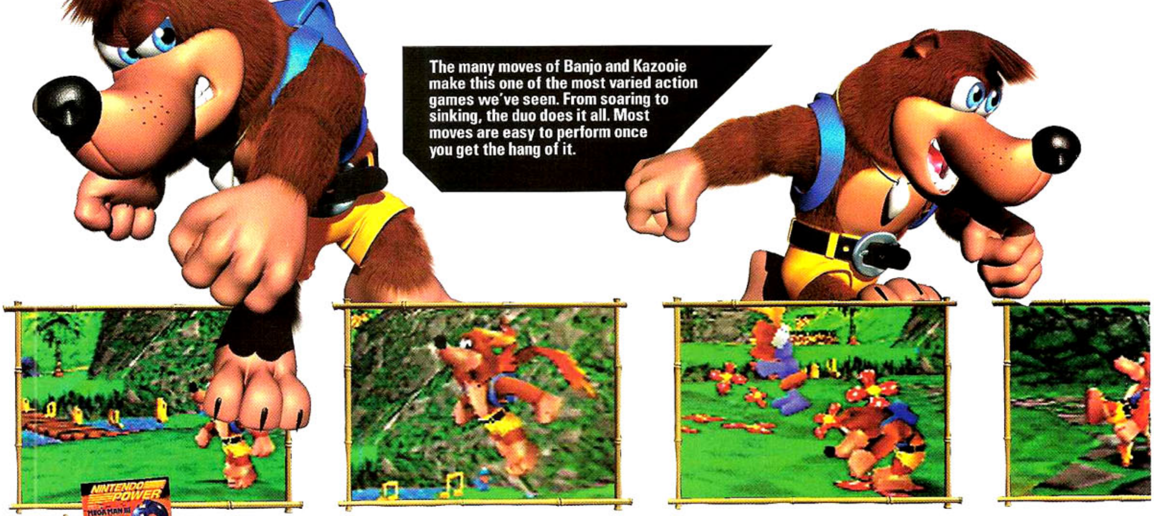
The biggest innovation in Banjo-Kazooie may appear to be the incredible graphics, but the motion of the camera, and two dozen individual moves that Banjo and Kazooie can perform, are the real stars of this action game. Some of the moves are for getting around, like flying, swimming, or running up hillsides. Other moves are used to attack enemies or smash objects in order to get items. Just cruising around with Banjo seems very much like the control of Mario in Super Mario 64, or at least that's the impression you get until you start experimenting with the camera angles. You actually have a much more versatile control over your character and view. For instance, you can move the character and simultaneously swing the camera perspective using the C buttons. It takes a few minutes to get used to this, but once you master it, you suddenly have incredible control, particularly for navigating tricky areas or fighting tough battles.



By air, land and sea, the fearless pair explores the huge 3-D worlds. Like most bears, Banjo is a strong swimmer, but Kazooie practically flies in the water. It seemed that Kazooie had the most impressive moves, but that may even out down the road.

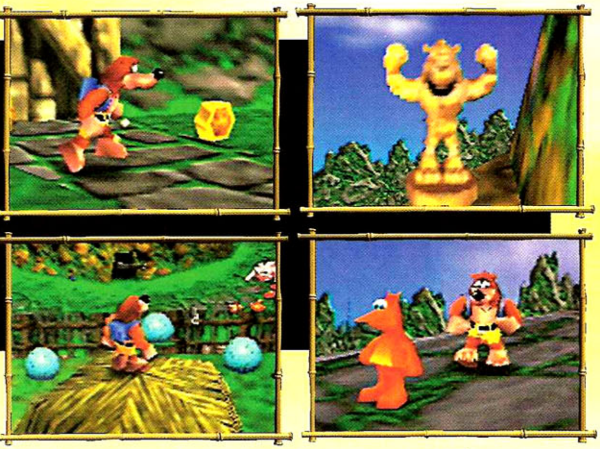


Flight requires feathers—even more feathers than Kazooie has naturally. You need to pick up more feathers on launch pads like this one on the cliffs above the beach. Once you jump off the pad, you expend a feather for every several flaps of Kazooie's wings. Judging distances and heights can be tricky, as you'll learn when you try to land.

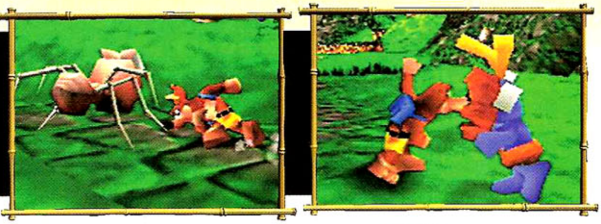


The many moves of Banjo and Kazooie make this one of the most varied action games we've seen. From soaring to sinking, the duo does it all. Most moves are easy to perform once you get the hang of it.

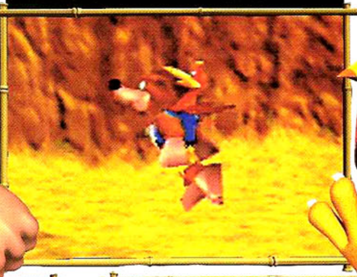
The only way you'll accomplish anything in this world is by learning the many special moves. Controller button combinations, sometimes in conjunction with movements of the Control Stick, activate the special moves. Banjo can run, jump, and swim of course, and even perform a super backward somersault, but he can also roll over baddies, punch enemies and cast an invincibility spell over himself. Kazooie's list of moves is even more exciting. The energetic bird can fly, of course, but she also can grow stilt legs, dive with the force of a jackhammer, glide without the use of flight feathers over medium distances, perform a jabbing attack and even fire eggs at foes. Together, the two characters promise to deliver an incredible adventure sometime around Thanksgiving.



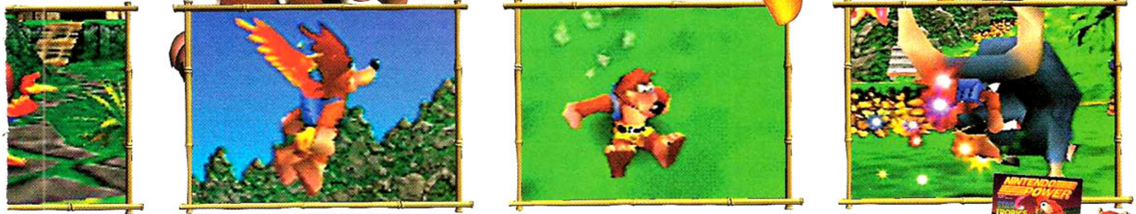
Here's a sample of the items in the quest. The piece of honeycomb gives Banjo enough energy to fill up one section of his life bar. The bear statue is a 1-Up. Kazooie collects and shoots eggs at enemies, and the little orange guy is your friend.



Battles take many forms in Banjo-Kazooie. Darting forward, Kazooie uses her beak against a termite while elsewhere, Banjo delivers a round-house punch.



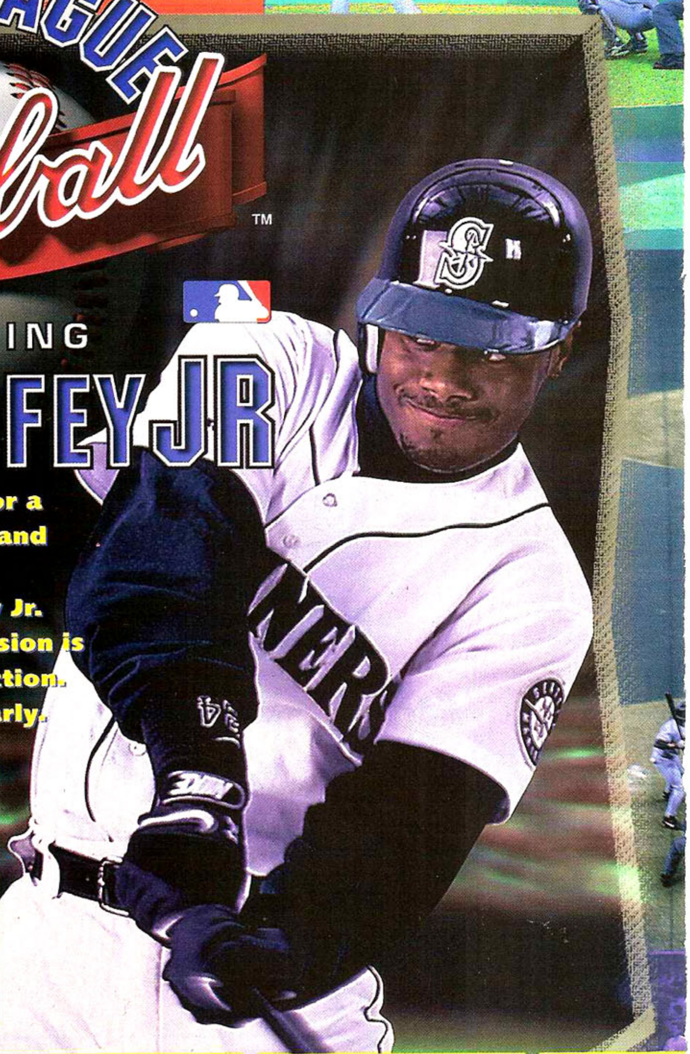
The animals seem to have minds of their own, scratching, looking around and generally behaving like people. Kazooie likes to pop out of the backpack to see what's going on.



MAJOR LEAGUE Baseball™

FEATURING

KEN GRIFFEY JR



We've waited a lifetime for a baseball game that looks and plays like the real thing. MLB Featuring Ken Griffey Jr. may be the one. Every version is a little bit closer to perfection. We're buying box seats early.

MAJOR LEAGUE
Baseball
FEATURING
KEN GRIFFEY JR
PRESS START

SEATTLE
MARINERS
Braves
31 MADDUX
W-L 15-11
ERA 2.72
SV 0
2B CORA
AVG 291
HR 6
RBI 45

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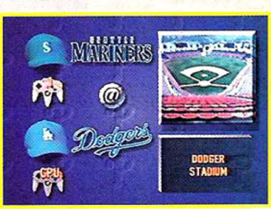
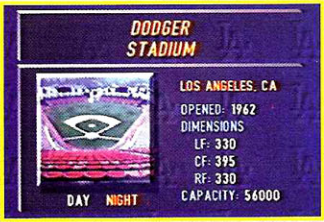
MAJOR DEVELOPMENTS

We've been following Major League Baseball Featuring Ken Griffey Jr. very closely ever since it was announced, and we included a preview of it in our E3 coverage in Volume 98. At that time, it looked as if MLB would be ready to hit stores in September, but the game has since been pushed back, and we can now expect a release later in the fall. In the meantime, we were able to get our hands on a working prototype of the game. Not all of the modes and options were available yet, but the basic game mechanics were in place. If what we saw is any indication, the final product will be impressive indeed.

AS REAL AS IT GETS

While many recent sports games have tended toward "fantasy" play, the name of the game with baseball has always been realism. From what we've seen so far, Major League Baseball Featuring Ken Griffey Jr. promises a marriage of high technology and high artistry that will deliver an unprecedented level of realism. The impressively large and smooth polygon figures (some standing nearly as tall as the screen when batting) move with a natural fluidity that's beautiful to watch. These stunning motion-captured animations are being combined with quick camera cuts and dynamic viewing angles, making even an early version of the game look for all the world like a live TV broadcast. The development team is also bringing together other game features that will guarantee an immersive baseball experience. Not only will this Pak feature all 28 Major League teams, it will include their actual rosters and player stats as of the start of the 1997 season. To top it off, Angel's artists are busy constructing 3-D renditions of every major league stadium, complete with accurate field dimensions. If you want to talk about accuracy and attention to detail, we tried hitting a few over the Big Green Monster (the infamously high left field wall) in Boston's Fenway Park, and we experienced for ourselves what batters have been complaining about for decades!

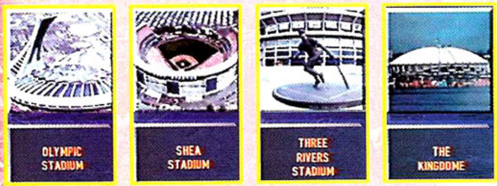



DODGER STADIUM

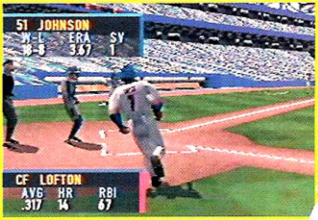
LOS ANGELES, CA
OPENED: 1962
DIMENSIONS
LF: 330
CF: 395
RF: 330
CAPACITY: 56000

DAY NIGHT

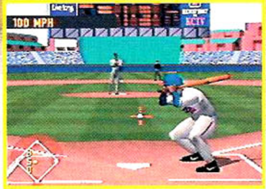
Each stadium is being constructed according to actual field measurements. You'll know exactly how far you'll need to hit a ball for a homer.



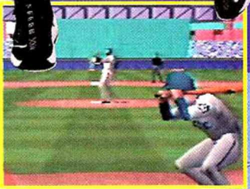
No generic stadiums for this game! Whether they are domed ballparks or open air fields, all the stadiums will be accurately rendered with actual architectural features and seating layouts.

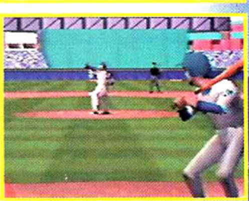


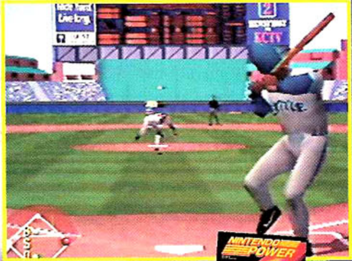
The animation and changing camera views have a very cinematic look and feel to them.



In many cases, players will mimic their real-life counterparts' distinctive stances and swings.







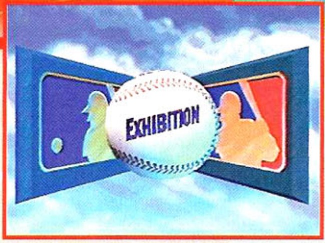
Screen shots can't convey the loose, natural look the players have as they throw, bat and run.

SCOUTING REPORT

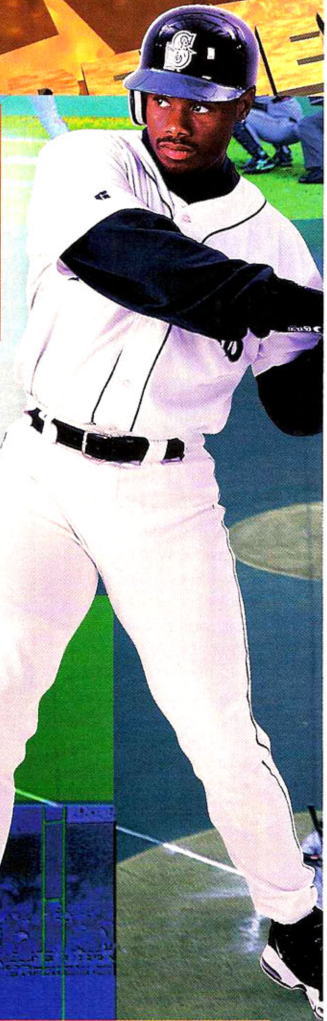
As of this writing, the plan is for MLB to include Exhibition, Home Run Derby, World Series and Season modes. Each mode will be equipped with a full range of options, including your choice of stadium in Exhibition mode and a trading option with salary cap for Season play. The exhibition mode was the only one we were able to sample to any great degree, but what we saw gave us a very good idea of where the game is heading. The computerized players conformed closely to their programmed stats, performing much like their real-life counterparts without being too overwhelming. Many players even had their signature stances and swings, and we swore we saw Seattle Mariner Jay Buhner waggling the bat in his usual way.

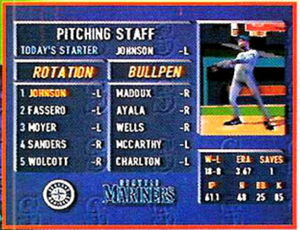
As impressive as these technological tidbits may be, game play will ultimately determine whether MLB will be a bloop single or a home run. In fact, we've seen significant innovations in MLB's design that will give it a balance between pitching, batting and fielding that very few, if any, baseball games possess.

While most baseball games have allowed players some pitching control, the big focus has always been on batters. In MLB, pitchers will finally come into their own and garner the respect they richly deserve. Players will be able to use the analog Control Stick to pick an initial target point for a pitch, but then will also be able to make dramatic and subtle course changes once the ball is thrown. With this system, you'll have an unheard of measure of flexibility and finesse.



Planned game modes include Exhibition, Home Run Derby, World Series and Season, offering something for casual and serious fans alike.





PITCHING STAFF

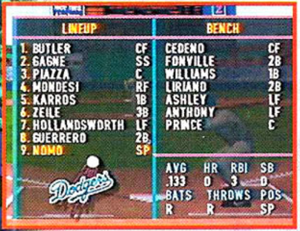
TODAY'S STARTER JOHNSON -L

ROTATION		BULLPEN	
1 JOHNSON	-L	MADDUX	-R
2 FASSERO	-L	AYALA	-R
3 MOYER	-L	WELLS	-R
4 SANDERS	-R	MCCARTHY	-L
5 WOLCOTT	-R	CHARLTON	-L

W-L	ERA	SAVES	
[illegible]	3.67	1	
IP	H	BB	K
61.1	48	25	85

MARINERS

The innovative and intuitive pitching control system will give MLB a flavor unlike any other baseball game.

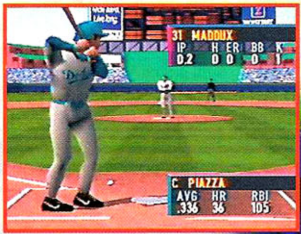


LINEUP		BENCH	
1. BUTLER	CF	CEDENO	CF
2. GAGNE	SS	FONVILLE	2B
3. PIAZZA	C	WILLIAMS	1B
4. MONDESI	RF	LIRIANO	2B
5. KARROS	1B	ASHLEY	LF
6. ZEILE	3B	ANTHONY	LF
7. HOLLANDSWORTH	LF	PRINCE	C
8. GUERRERO	2B		
9. NOMO	SP		

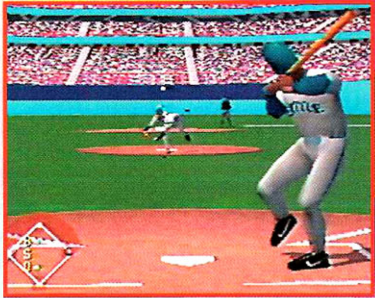
AVG	HR	RBI	SB
.133	0	3	0
BATS	THROWS	POS	
R	R	SP	

Dodgers

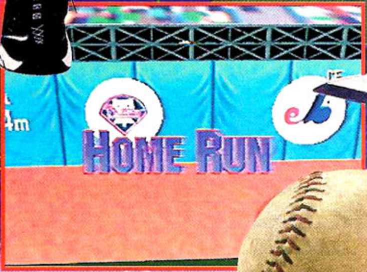
Batting will still be important but not quite as overwhelming a factor as in past baseball games.



The balance between pitching control and batting power will make for classic battles.

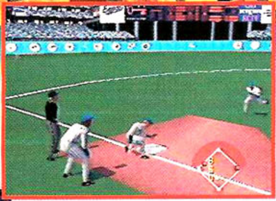


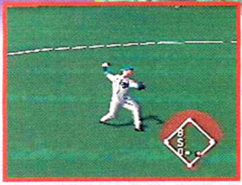
Computer-controlled players performed in line with their published stats and weren't too overwhelming for rookie human players.



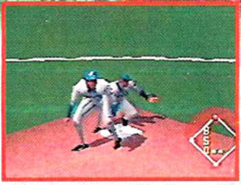
With a bit of practice, even home run production seemed to be right on the money.

NINTENDO POWER
VICE: PROJECT DOOM





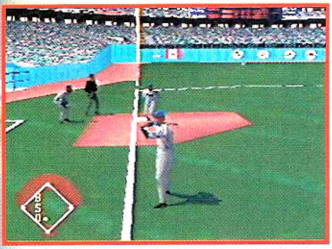
Players will often exhibit random behaviors, like an underhand toss or a little hop as they throw, that make them seem all the more real.



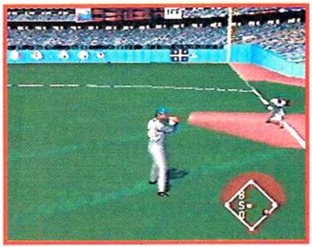
With such true-to-stat play, whether a player reaches base on a lined shot really will depend on who's running and who's gunning.

Fielding control has been another crucial but neglected part of game mechanics. Auto-fielding options were often driven by AIs with woefully low IQs, while manual fielding was a tangle of poor views and imprecise control. The Control Pad was usually used to both move the fielder and control the direction of a throw, so players often tried to throw too soon and ended up diving into the turf instead. Relief will come in the form of the N64 controller's C Buttons, arranged in an ever-so-convenient diamond pattern. Each button will represent a base, and players will simply press the top C Button, for example, to throw to second base, without using the stick or pad. This will separate running and throwing, allowing players to turn the ball around faster as well as run and throw simultaneously.

At its most basic level, baseball is a sport of checks and balances, and MLB is shaping up to be the best video interpretation of the game, both mechanically and artistically, we've ever seen.



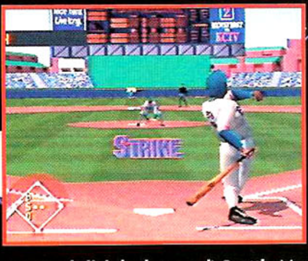
The speed of the players as compared to the scale of the field felt nearly perfect to us. It made base stealing very exciting, without favoring runners or throwers too much.

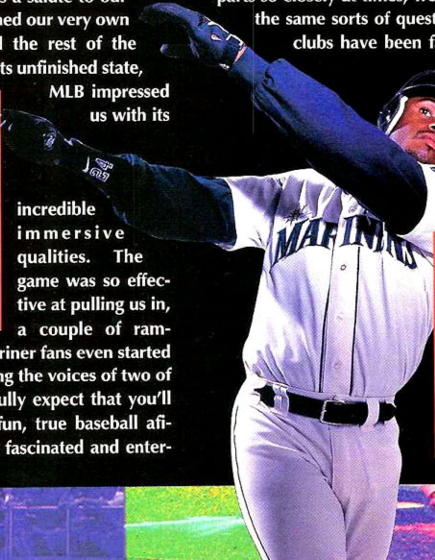


Cuts from batting to fielding views were quick without being disorienting. Once the ball was thrown, we were usually treated to a dramatic view of the catch.

SALMON LEAGUE

Major league coaches and managers use the spring training exhibition games (in the so-called Cactus and Grapefruit Leagues) to evaluate their players, so as a salute to our home in the Pacific Northwest, we formed our very own Salmon League and gave Griffey and the rest of the majors a run around the bases. Even in its unfinished state, MLB impressed us with its incredible immersive qualities. The game was so effective at pulling us in, a couple of rampant (and slightly deranged) Seattle Mariner fans even started calling the games as we played, imitating the voices of two of the Mariners' announcers. While we fully expect that you'll be able to play MLB just for casual fun, true baseball aficionados will likely find themselves as fascinated and entertained as we have been. After a few games, we began to get as caught up in managing our teams as in playing games. Our computerized players had mimicked their real-life counterparts so closely at times, we found ourselves wrestling with the same sorts of questions that the real major league clubs have been facing this season; for example, did we really want to trade our breakout shortstop for some bullpen help? Ouch! Now that's what we call realistic baseball!

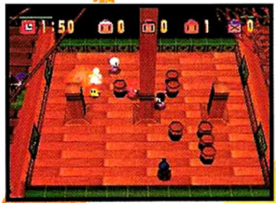


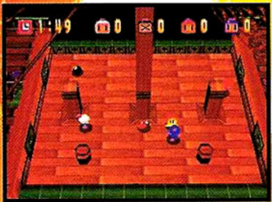


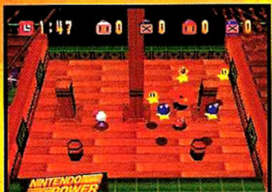
NINTENDO POWER

BOMBERMAN 64™

We've always been huge fans of the multiplayer modes of Bomberman games, but now that we've got our pyro paws on an almost complete version of Bomberman 64, we've been impressed by the adventure mode, too. Our exclusive play test preview covers it all.





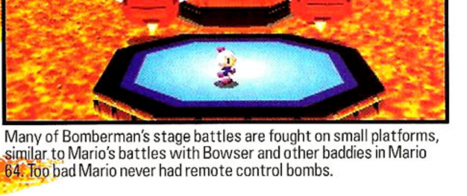


UNSAFE AND INSANE

The inhabitants of Bomber World have a unique philosophy on life: If something gets in the way, blow it up. Evidently the vile Altair didn't know this when he invaded this peaceful planet, but he's about to learn a painful lesson.

Although still in development, Hudson Soft let us peer over the blast wall at their latest version of Bomberman 64. The game's one-player, story mode is planned to be a 20 stage, 3-D puzzle adventure where you use bombs as tools to explore the game's levels. The look-down perspective will follow the action from camera angles similar to those used in Super Mario RPG.

This cart will be packed with crisp, cartoon graphics and animation that redefine "too cute." But cute doesn't imply that this game will be easy—every planned level is crammed with challenging puzzles and hidden items. There are five areas to explore, including a smoldering volcano, an icy mountain range, a dark stone ruin, a storybook village and

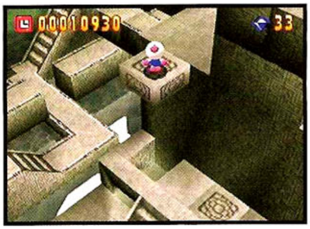


Many of Bomberman's stage battles are fought on small platforms, similar to Mario's battles with Bowser and other baddies in Mario 64. Too bad Mario never had remote control bombs.

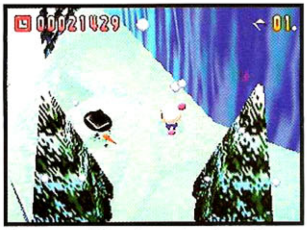
© 1997 Hudson Soft

BOMBERMAN 64

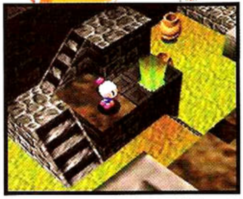
Bomberman's transformation to the N 64's stunning graphics has redefined "too cute."



Your score in each level will be based on time, but you might find that the game is easier if you collect the hidden items.



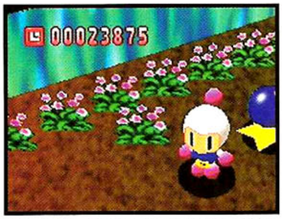
These mountain peaks are teeming with creepy critters, but you'll have to watch where you blast or you'll cause an avalanche.



Solving the game's planned 20 levels depends on your puzzle solving skills and your pyrotechnic powers.

an orbiting space station. Each area has four sections, with a boss waiting in the final stage. While your score is based on how fast you complete a level, the game will become a little easier when you take the time to search for extra bombs and firepower. The challenge will be to use your time effectively in each stage.

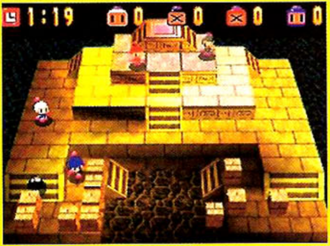
We noticed that Bomberman has expanded his talents since he left the Super NES. This new Bomberman will be able to knock his foes unconscious by bouncing bombs off their heads, and inflict additional damage by picking up and tossing unconscious enemies around. The helmeted hero will also be able to pump his bombs up with additional power until they radiate a volatile nimbus. These pumped-up bombs will have twice the power of ordinary explosives, so you can blast away massive blocks and uncover hidden passages leading to bonus items. These new skills will also work in Battle Mode, where most hardened Bomberman players spend all their game time. For more details on Hudson Soft's multiplayer masterpiece, check out the box below.



Bomberman has stumbled across a hidden bombs room. The game's secret areas will keep gamers exploring for hours.

HAVE A BLAST IN BATTLEMODE

Bomberman's multiplayer game is a well-kept secret among pyrotechnists. The truth is that many gamers purchase Bomberman just for the four-player mode. It's hard to blame them—we found running around in the mazes and blowing each other up to be a megaton blast. New features planned in Bomberman 64's Battle Mode are high explosives, life-prolonging hearts and the ability to throw or kick your bombs diagonally. Ten battle arenas are slated for the game, including the pitching deck of a sailing ship, a gusty, snow-capped peak, and a two-story castle hall. These venues have more open space than the box-shaped arenas in Super Bomberman and Super Bomberman II, so be ready to work on new strategies for blasting your competition.



The rules to Bomberman's multiplayer game are simple: blow up everyone else before they can blast you. One to four players will stalk each other in one of ten 3-D battle arenas.

NINTENDO POWER

WORLD: 1
LEVEL:
CONKER
GAME
GAME
GAME
ENERGY

CONKER'S QUEST™

Hidden beneath the cute exterior of Conker the squirrel beats a heart of pure, 64-bit technology. To show us just what that means, Rare allowed your Power editors an exclusive play test of the most recent version of Conker's Quest. In a nutshell, here's what we found.

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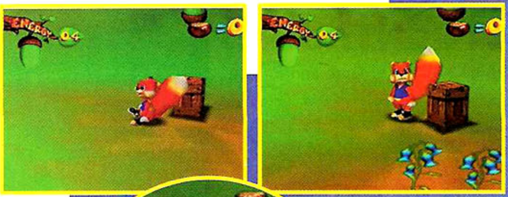
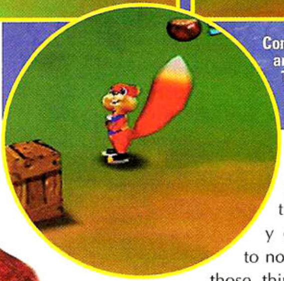


Conker's discovery of an acorn nearby can be seen in this sequence of screen shots. At first, he doesn't see the nut, then he spies it and gets excited. Yum!



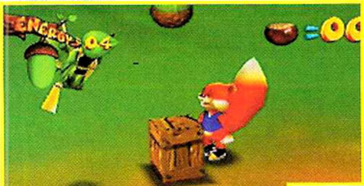
Conker's expressions aren't just for fun. They are clues that can help you with game play. The discovery of acorns and other items, such as conkers, are vital to your success.

A VERY RARE RODENT

On the surface, it's hard to imagine Conker as a super hero. Maybe it's something about the fluffiness of the tail or that acorn-eating grin. But having spent a few hours with Rare's rodent action game, we're beginning to look beneath the fur. Instead of fleas, we're finding some extraordinary technical magic. For one thing, Conker and his partner, Berri the chipmunk, display emotions and reactions to events. They notice things in their world, and they try to get you to notice those things. Although Berri was absent from the early version Rare provided for our use—apparently getting a make-over—we are told that she is just as interactive as Conker. In addition to the intelligence of the characters, we found some other extraordinary features in Conker's Quest.

We are rapidly learning that polygonal worlds don't have to look sharp-edged and flat. Conker's Quest does more to add to the richness of the graphics than any N64 game that we've seen in development. It may come as some surprise, though it shouldn't, that the same designers responsible for Killer Instinct are working on Conker's Quest. Other advanced technologies are being used for camera movement and the surround sound eature.

The expression and actions of the heroes can signal important happenings, or simple boredom. Yawning and scratching probably just means that Conker needs a flea bath.

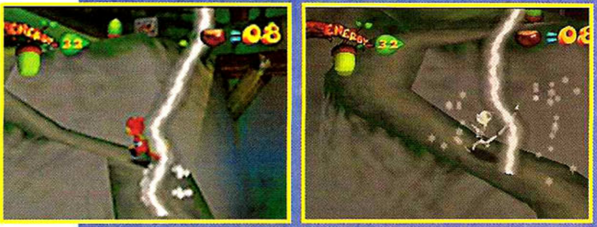


The helpful bird flutters overhead, ready to give you advice at key points in the game.

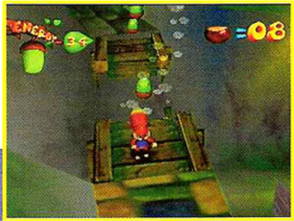
NINTENDO POWER
STAR TREK

SQUIRREL NIGHTMARES

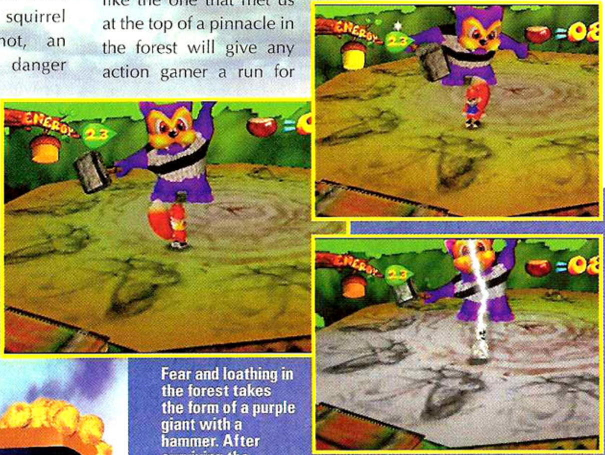
Mark Betteridge lead the KI team to fame and fortune and has now turned his creativity loose on this deceptive squirrel world. But at the heart of Conker's Quest is the direction from Chris Stamper, who fondly describes the Conker experience as a new way of playing video games, describing Conker as more of a companion than a character. Think of him as a sort of virtual rodent pal. We feel that it's important to note that, although we've seen only a limited two-stage world, in which virtually anything can still change, not all is friendly and happy in Conker's Quest. It wouldn't be much of a quest if it was. As soon as you arm your squirrel with a slingshot, an element of danger appears. Some might argue that this is a pretty good argument for *not* arming animals in the first place. We feel that is short-sighted since most animals still have sharp teeth and claws. Anyway, Conker's challenge in tracking down 100 presents comes in many forms. Huge bosses like the one that met us at the top of a pinnacle in the forest will give any action gamer a run for



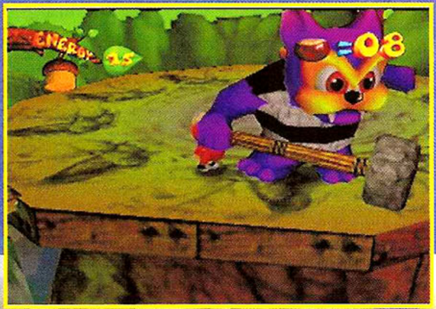
X-rays in the forest? Nothing so harmless. Conker takes a direct hit from a bolt of lightning when we didn't dodge fast enough. Luckily, he survived. But the lightning knocked us off into a deep trench that forced us to return to the beginning of the path.



This bridge got blasted out from under us by another lightning bolt. They really should put a roof on that forest.

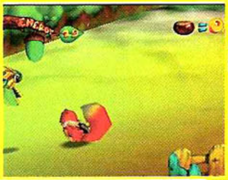


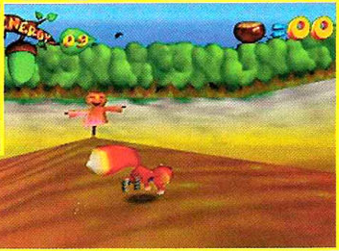
Fear and loathing in the forest takes the form of a purple giant with a hammer. After surviving the lightning fest, Conker was greeted by a brutal bashing. This was the end of the line in our demo version.



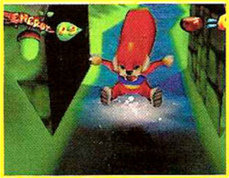
RAREWARE

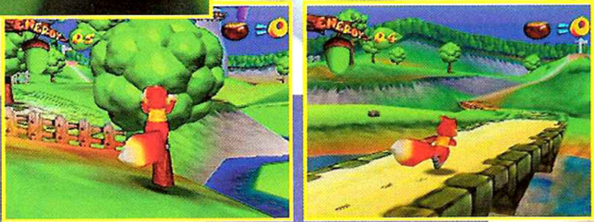
NINTENDO POWER
FINAL FANTASY





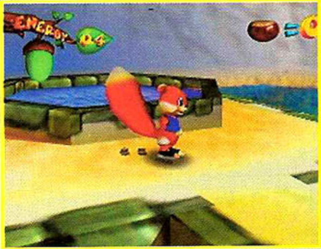
We covered ground in many ways as a squirrel. Rolling and scampering were just two of our favorites. Going on all fours is the fastest move in the farmyard.



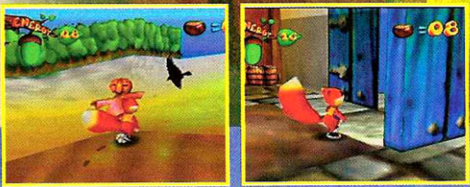


We also learned to leap over holes, climb into trees to shake loose conkers, and haul tail to safety.

his conkers. (By the way, a conker is a kind of acorn-like nut.) We also experienced severe shock when lightning bolts exposed Conker to the bone and knocked us in a trench. There were difficult jumps, large territories to explore, keys to win and objects to find. Rare plans to include seven vehicles that Conker and Berri will use in later stages. We've also seen some early samples of those other areas, including a mine and a western area. In each of these stages, Conker wears an appropriate hat, displaying far more style than your average squirrel. At less than 30% of completion, it's difficult to make any judgements about a game. So much can happen between now and the end of the year when Rare hopes to release Conker's Quest. That date may be overly ambitious for such an ambitious project, but we're keeping our tails crossed.



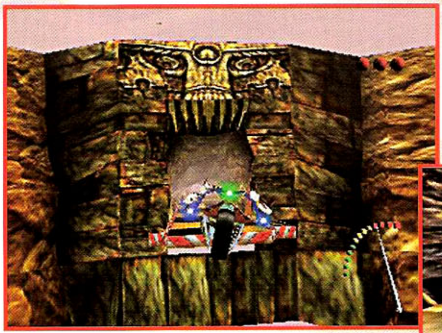
After splashing in the pool, Conker leaves wet prints on the stones. The level of detail is astounding.

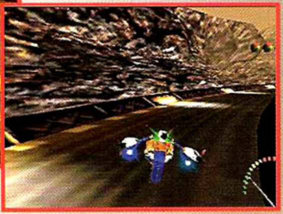


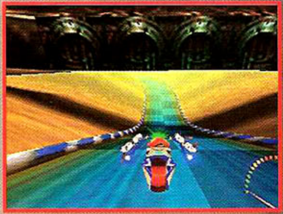
What lies ahead for Conker and Berri? Rare is keeping that a secret for now.

Extreme-G™

IF CONKER WANDERED ON TO AN EXTREME G TRACK BY ACCIDENT, WHAT WOULD HAPPEN? SQUIRREL PANCAKES. SQUIRREL TOAST. SQUIRREL PASTE. NOT PRETTY. WE THOUGHT ABOUT THAT AS WE BLASTED EACH OTHER ON ACCLAIM'S UPCOMING BATTLE RACER. THERE'S NOTHING CUTE ABOUT EXTREME-G, AND WE LOVE IT.







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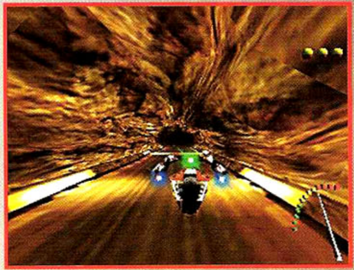
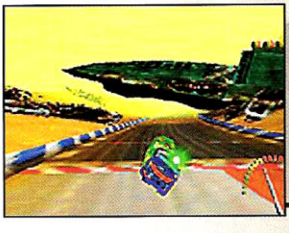
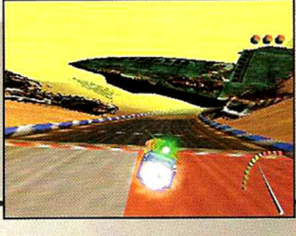
ZOOM & BOOM

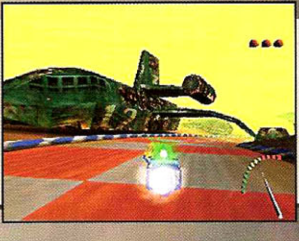
The developers at Probe are programming Extreme-G to stay ahead of the pack of other racing games by allowing you to blast away the competition with firepower. In the game's Akira-meets-Mad Max futuristic setting, road warriors will be able to pilot combat cycles through twelve careening roller coaster-style tracks. You'll arm the assorted bikes with special weapons, and up to four players will simultaneously race and battle to declare the once-and-future king of the road.



Talk about defensive driving! As you cycle down the wildly twisting Matterhorn of streets, trigger-happy cyclists will shoot at you with their weapons. The high-speed, high-adrenaline race to the finish appears as if it's going to make motoring through the lightning fast autobahn or bullet-bombarded L.A. freeways look like a Sunday drive.



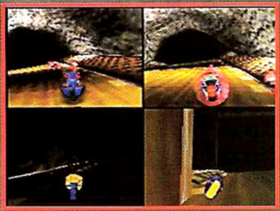




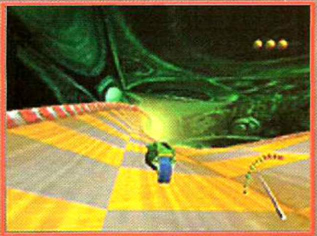
NINTENDO POWER
SUPER CASTLEVANIA IV

TEST DRIVE

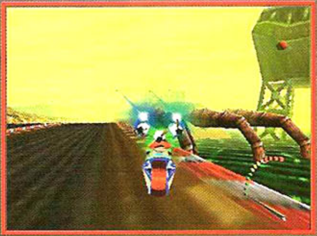
When we took Extreme-G for a test spin, we found that its roller coaster tracks literally have their ups and downs. Each speedway thrusts drivers into a battlefield of streets that turn, twist and writhe more than an insomniac on a dog day's night. To relieve some of the pressure from your white knuckles, Extreme-G makes the feat of future driving somewhat more manageable with impressive steering that we discovered to be uncommonly tight and responsive. Even more unusual is the game's imaginative arsenal that is stocked with destructive goodies such as Control Swap Missiles, which jam your opponents' controls into reverse. Players can also fire up Phosphor Flares to blind any bikers who may be on their tails. But shaking enemies and keeping out of their line of fire is only the beginning of your problems. Spinning sandstorms can cloud your vision and sweep you off your wheels, while spewing lava can singe your cycle. Falling boulders, wiped-out bridges and other interactive obstacles will have even Evel Kneivel thinking twice about hopping on a combat cycle. At least you'll have a few months to muster up some courage before Acclaim takes you to the extreme with its release of Extreme-G this November.



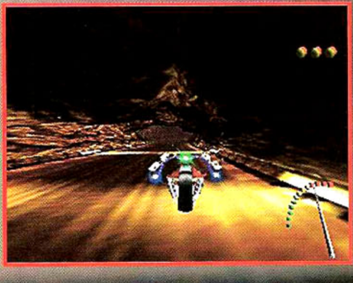
Up to four people will be able to compete simultaneously racing and battling in the multiplayer mode of Extreme-G.



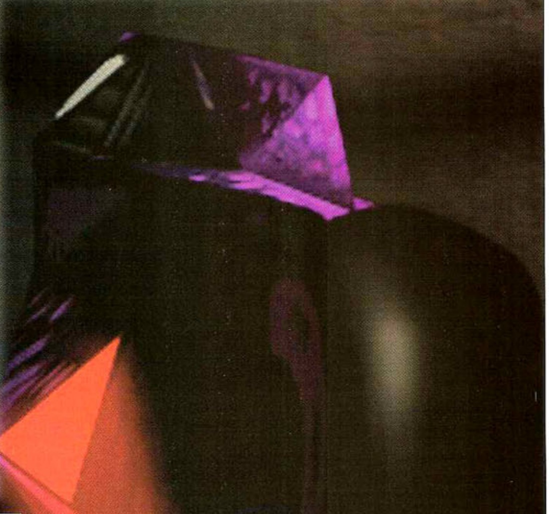
The 12 racetracks in Extreme-G defy gravity to the extreme with streets that unpredictably curve, bank, slope and dip. Since your cycle jets down the road at high velocities, you'll have a split second to react. One course will have you driving straight up a vertical street!



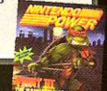
No one wants to be a moving target. Opponents will bombard you with their firepower, but you'll be able to fight back by finding a weapon. Extreme-G will offer a roadside arsenal of ballistics, including land mines and homing missiles, for you to arm your cycle with by driving over them.



Each of the eight futuristic combat cycles will handle differently and have its own top speed, acceleration rate, shield type and weapon strength. Along the way, cyclists will be able to compensate for their bikes' shortcomings by snagging Invisibility, Turbo Particle Accelerators or any of the other power-ups that litter the tracks.



The roller coaster racetracks will propel you through four different future worlds. By day or by night, daredevils can rocket through abandoned water pipes, dilapidated mine shafts and vandalized cities. The game's speed, weaponry, obstacles and landscapes promise to be breathtaking, and before you'll have a chance to gasp for air, Extreme-G will submerge you even further into the game via its underwater tracks.



At E3, we met some of the guys who appear in WCW vs. NWO. That was pretty cool, but we think that jumping in the virtual ring is even cooler. With real moves, easy control and four-player tag teams, we found that we simply couldn't have a bad time with the game, and that was with an incomplete version.

WCW VS. nWo ★WORLD TOUR★™

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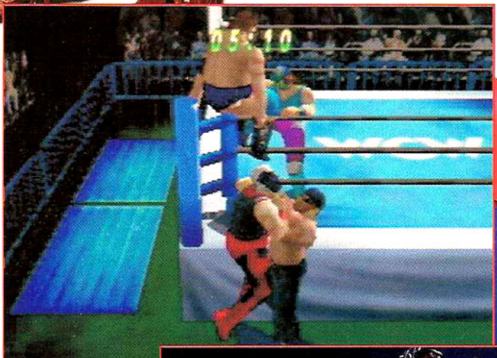
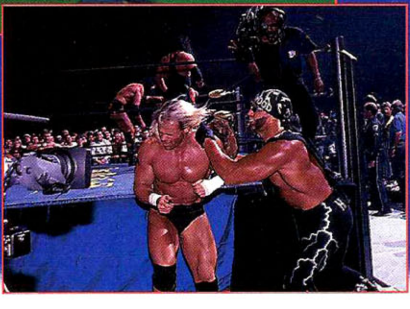
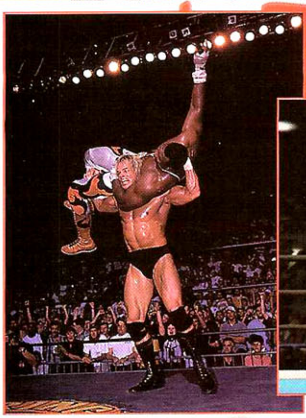


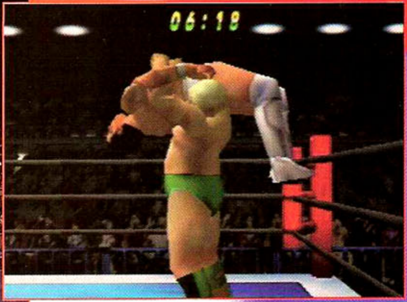


REAL WRESTLERS

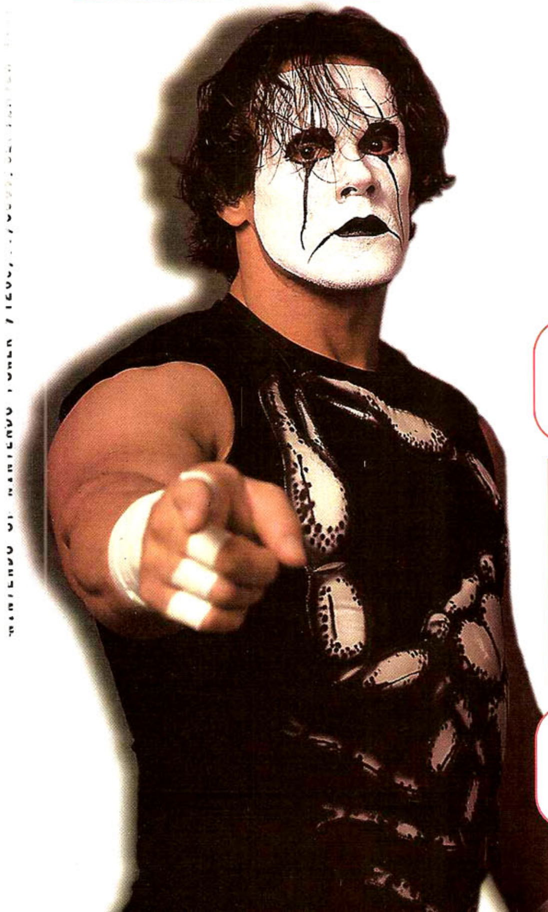
Due out this November, WCW Vs. NWO promises to be as brutal, entertaining and real as big time wrestling gets. Just about every type of outrageous and agonizing maneuver will pop up in the game, including a variety of suplexes, leglocks and bodyslams. Sixty wrestlers will vie for the belt, and you'll be able to make a name for yourself by either playing as one of the fictitious fighters or manipulating the personal sparring styles of recognizable wrestling superstars. The roster includes WCW and NWO wrestlers "Nature Boy" Ric Flair, "Macho Man" Randy Savage, Lex Luger, Sting, and "Hollywood" Hulk Hogan. Also making their way into the ring are real wrestlers from other federations such as the Independent Union and Dead or Alive. For more realistic impact, you'll be able to hook up your Rumble Pak. Whether you're at the receiving end of a backbreaker or Ric Flair's Figure Four Leglock, you'll be set to receive a pulverizing jolt of big time wrestling.

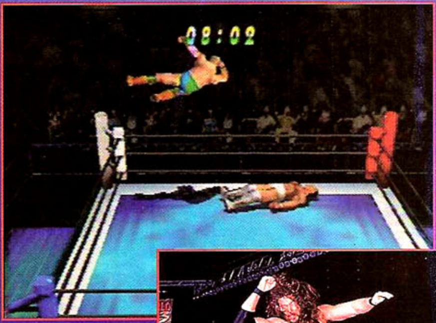
SIGNATURE MOVES



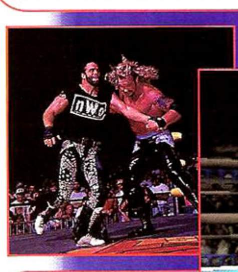


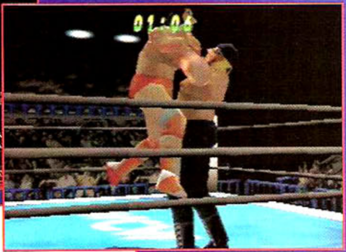
Each wrestler will have an arsenal of 30 moves including basics like flying kicks and airplane spins. The fighters who are based on real wrestlers will also be able to execute a few of their signature moves, so expect to see Sting's Scorpion Death Lock or Hollywood Hogan's Big Boot to the Face. World Tour will play like a fighting game, and with 30 moves and 60 competitors, it should keep button-mashers busy.





WCW Vs. NWO will arm you with moves that are popular in the real ring, like the old reliable elbow drop. The game's wrestlers will also fight with the finesse and moves that they're usually associated with.



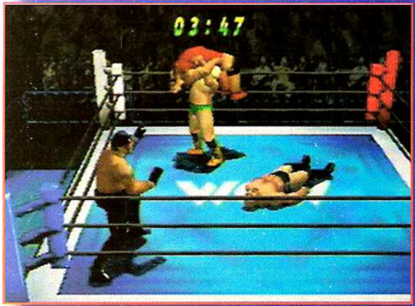


Whether you're slapping Randy Savage into beef jerky or hoisting someone into the air, WCW Vs. NWO auspiciously appears to be as much of a guilty pleasure on the N64 as it is on cable.

NINTENDO POWER
WWF

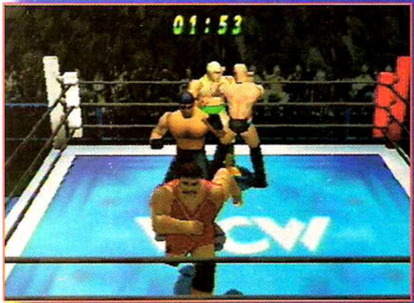
FOUR PLAYER MAYHEM

WCW Vs. NWO: World Tour will essentially be a fighting game, and, when THQ releases it this November, it'll be the first N64 fighter that supports simultaneous four-player action. Players will be able to compete two-on-two in tag team matchups or have a four-way rivalry to see who'll be the last man standing in the battle royal setup.



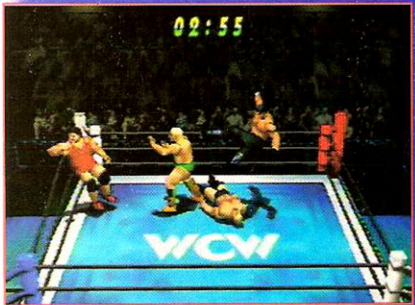
One to four players can rumble in WCW Vs. NWO's ring. To quadruple the fun and mayhem, you'll be able to wrangle four gamers into the arena to slug it out in the tag team competitions.

No one tells wrestlers where they can and can't go. Just like their real-life counterparts, the polygonal wrestlers will be able to take the fight outside of the ring to give their audiences a better look at the bout.



In addition to tag team cooperative play, the game's four player capabilities will allow gamers to simultaneously compete in all-out slugfests where it's every man for himself.

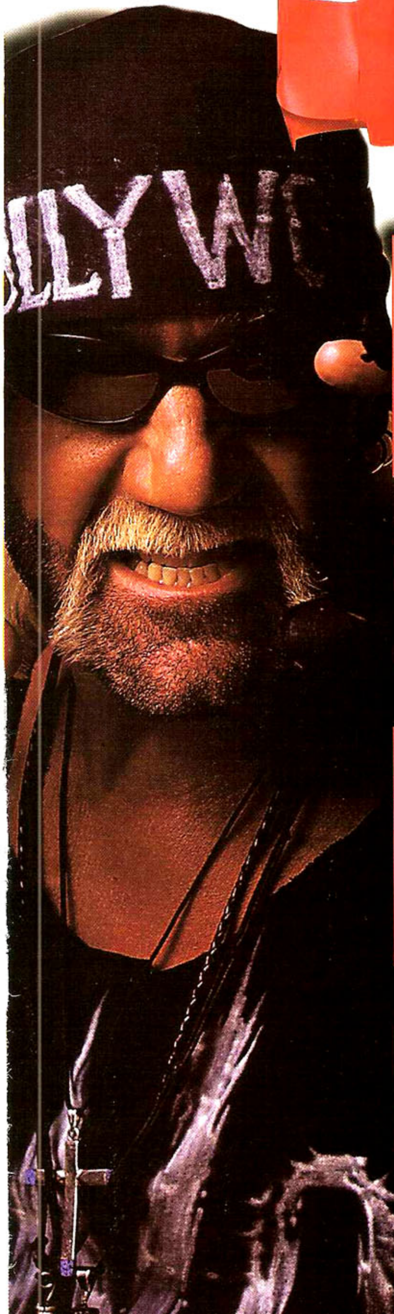
"You wanna mess with Hollywood?! I'll show you some real stars!!!" The game includes famous wrestlers along with their maneuvers, so you'll be able to control "Hollywood" Hulk Hogan's every painful move.



Tag teams and individuals can compete for the title, or you can customize your own tournaments. In Bet-A-Belt and Create-A-Belt modes, players will be able to design their own series of matchups that lead to the championship.

The physics, abilities, taunts and moves in WCW Vs. NWO will mirror the game's real-life inspiration, so wrestlers will be able to execute the moves they're famous for, like Lex Luger's infamous Torture Rack.

WRESTLERS HIT E3



A lot of hot air floats around E3 as well as in wrestling rings, so when WCW and NWO celebs, Ric Flair, Scott Norton, Scottie Riggs and Bobby "The Brain" Heenan dropped by to hype their new game, they were probably already used to the atmosphere.

To ring in WCW Vs. NWO: World Tour, real-life wrestling superstars muscled their way into THQ's E3 party on the balcony of the CNN Center Atrium. From left to right: WCW director of marketing/pay-per-view Michael Weber, WCW announcer Bobby "The Brain" Heenan, THQ President and CEO Brian Farrell, and WCW legend "Nature Boy" Ric Flair.

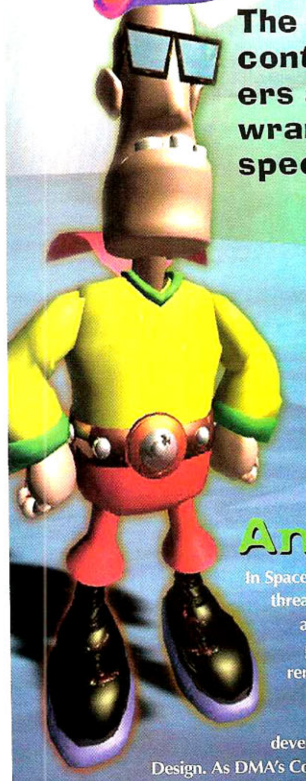
Bobby "The Brain" Heenan introduces the WCW's Ric Flair as he prepares to take on the NWO's Scott Norton in an unrelenting N64 wrestling bout. The game sports real pro wrestlers and their trademark slams, so who better to show off THQ's version of the 13-time world champion than the Nature Boy himself?

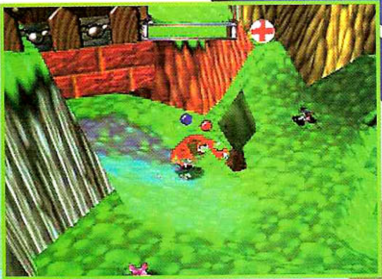
The pros of the wrestling world pounced at the opportunity to go to the mat with the pros at Nintendo. WCW Vs. NWO: World Tour's four player capabilities allow foursomes to duke it out simultaneously. At the Nintendo booth, Scott Norton (left) wrangled with Team Nintendo's brawlers as well as Ric Flair.

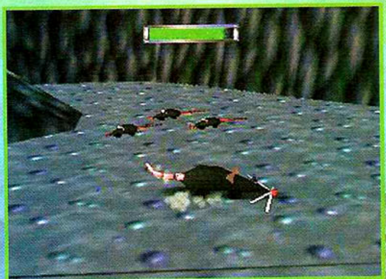
So how does the N64's version measure up to the real thing? WCW and NWO wrestlers provided a real-life comparison by physically battling it out at THQ's party. As Scott Norton tangles the WCW's Scottie Riggs into submission, onlookers were able to get a better look at just how closely WCW Vs. NWO mirrors the real McCoy.

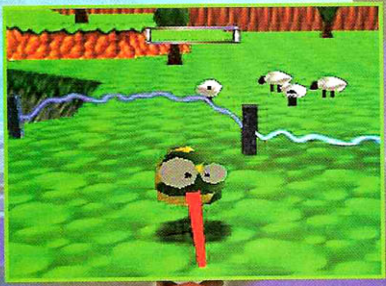
SPACE STATION SILICON VALLEY

We first reported on the wild animal world of BMG's Silicon Valley in June. The station's still out of control, but the developers are busy as beavers wrangling it into an all-new species of gaming.



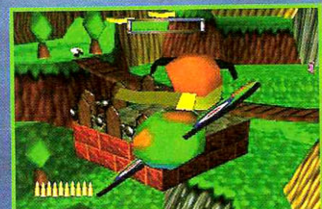




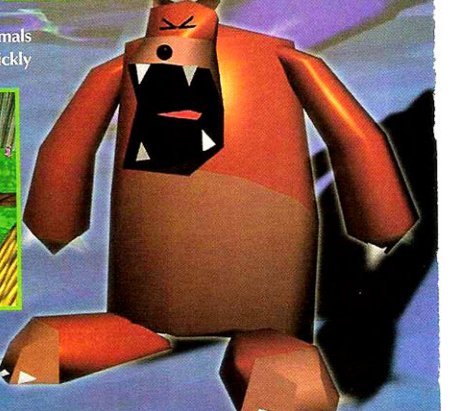


Animal Anarchy

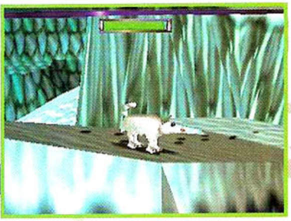
In Space Station: Silicon Valley, a saucerful of savage robotic animals threatens the security of earth as their out-of-control ship quickly approaches the planet. Equally renegade, but far more friendly, are the game's developers at DMA Design. As DMA's Communications Manager, Brian Baglow puts it, "DMA wants to save gamers from mediocrity. The new games at E3 seemed to be clones or follow-ups." Rather than creating a game that fits into a ready-made genre, DMA is setting out to explore new worlds of gaming with Silicon Valley.



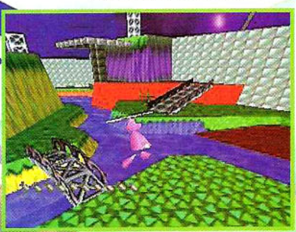
You'll be able to commandeer any animal robot. Each of the 40 Nanobots will transform into a different vehicle, such as the dog-fighter plane.



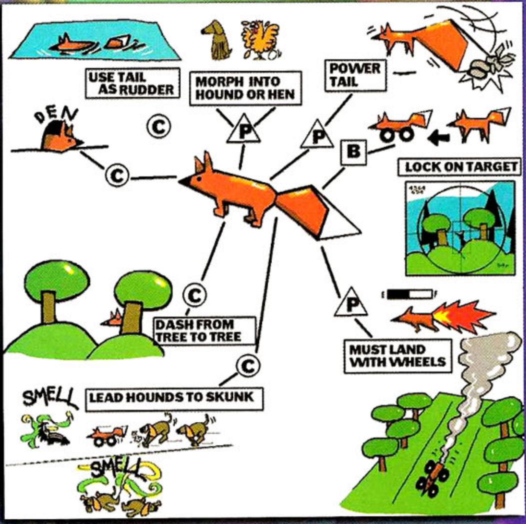
As the station drifts toward earth, Dan Danger must try to tame the floating ecosystem. From the safety of his ship, Dan can remotely control a mobile microchip—the only remnant of his robo-sidekick that managed to survive a recon mission aboard the space station—to commandeer the various transforming robots. Each of the 40 species of "Nanobots" has its unique characteristics, so Dan must find the right animal for the right situation. By fighting, racing or puzzle-solving, he can win control of a Nanobot. In Volume 97, DMA revealed plans to create 30 complex levels for the game. Now, only three issues later, Dan Danger is exploring 40 areas of Silicon Valley. The game should be available near the end of '97, when DMA promises to unleash more surprises aboard the space station.



The station will support 40 environments, including arctic, aquatic and volcanic areas.



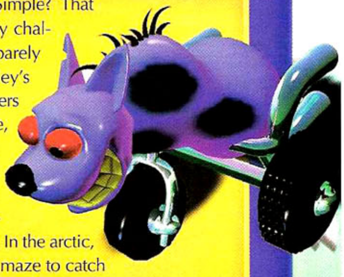
Certain animals can get to certain areas. To reach high places, fly in the rabbit-copter.

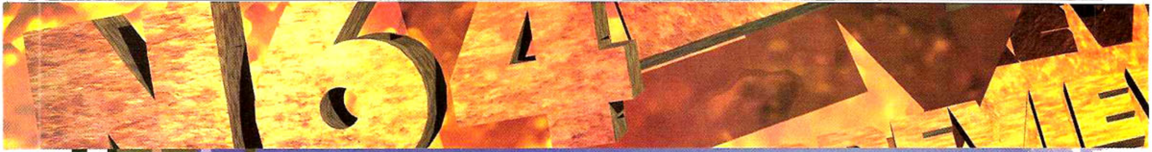


Each animal has exaggerated traits and can transform into a variety of vehicles. Commandeer a frog, llama, kangaroo, penguin or snake, and it may be able to sprout wheels, wings, or skis for cycling, rocketing or snowboarding. To illustrate some of the fox's sly abilities, the folks at DMA specially relayed this diagram to us from the space station.

ZOO REVIEW

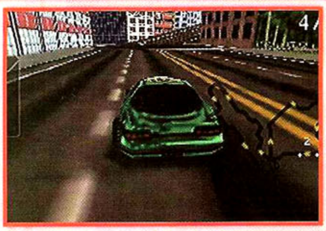
At E3, DMA Design presented two stripped-down demo levels of their space station to give a simple sampling of its puzzlers. Simple? That DMA's idea of simplicity challenged expo-goers just barely hints at Silicon Valley's clever gameplay. Gamers could guide the mouse, frog, dog, bird, fox, sheep, penguin, husky, bear and microchip through European grasslands and arctic regions. In the arctic, you had to enter an ice maze to catch a penguin that would flee if you approached him. Closing off the maze's exits would have trapped him, but only snowballs too tiny to block the exits were nearby. The game constantly tests your reasoning. After some logic-grappling, the solution turns out that you have to roll the snowballs through the maze until they collect enough snow to become suitable blockades.

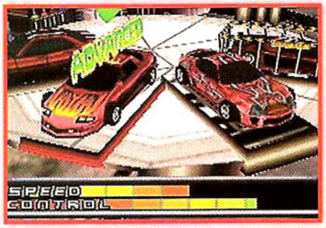


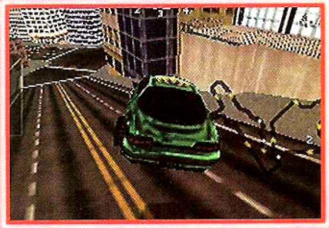


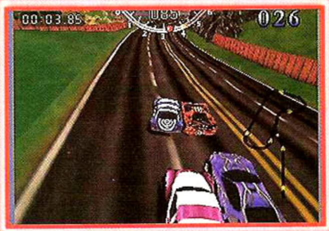
San Francisco Rush

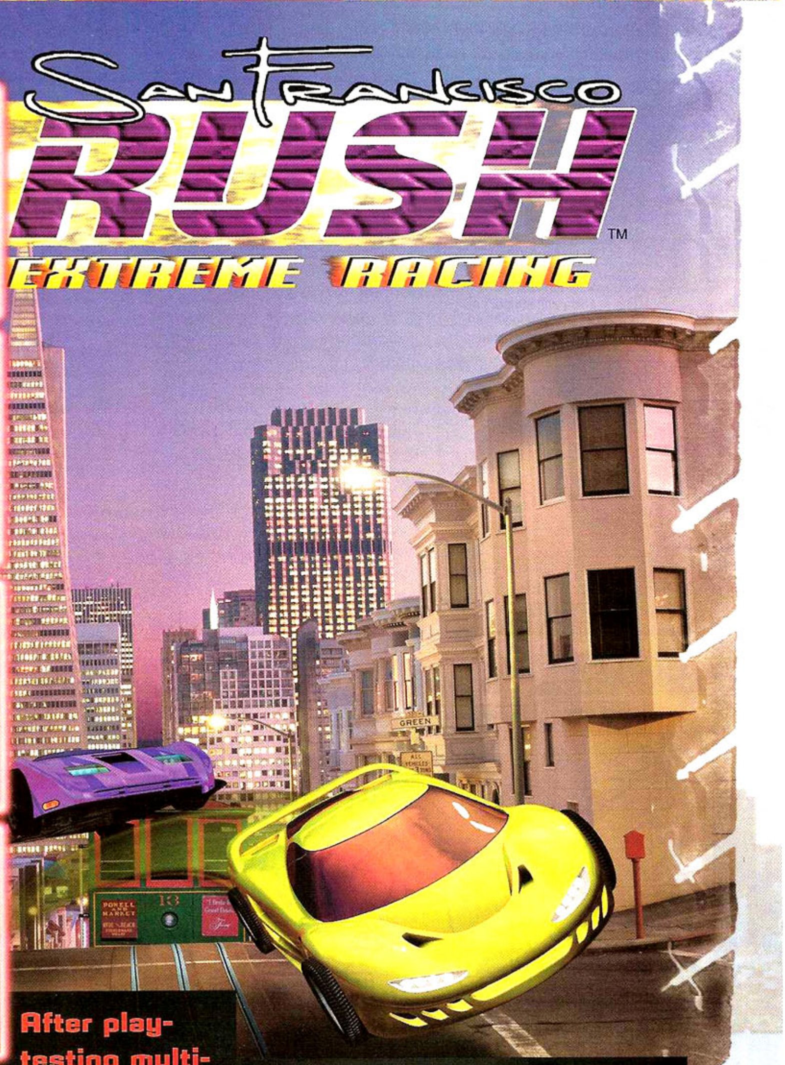
Extreme Racing




ADVANCED
SPEED
CONTROL






SAN FRANCISCO
RUSH
TM
EXTREME RACING
GREEN
POWELL AND MARKET
13

After play-testing multiple versions of San Francisco Rush, we predict that it will be a huge hit this fall. Midway is still applying the Turtle Wax, but it's already a hit at Power. Our preview shows why it could be called Adrenaline Rush.

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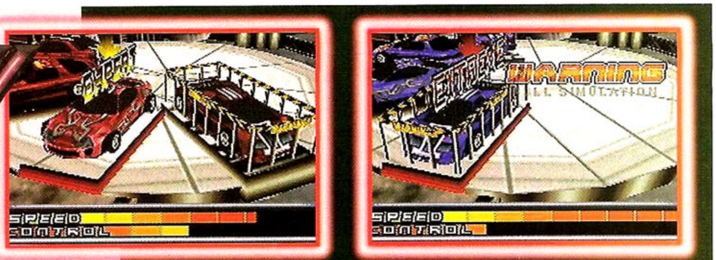
NINTENDO POWER
FELIX THE CAT

SF WHEELS

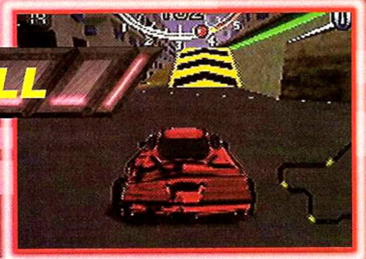
SF Rush will definitely live up to its Extreme Racing moniker. San Francisco is famous for having some of the world's steepest streets, and racing down them will make for some severely hazardous driving. Add the 90-degree turns that plague downtown, and you'll begin to realize that the city won't be the easiest place to drag race. Due out this winter, SF Rush will play more like a high-speed Hollywood chase scene than a road race. Navigating through branching arteries, catching air off the tops of hills, and having close calls with skyscrapers all will add to SF Rush's over-the-top racing action.

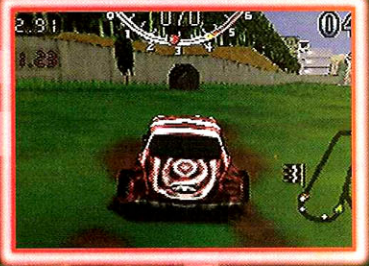


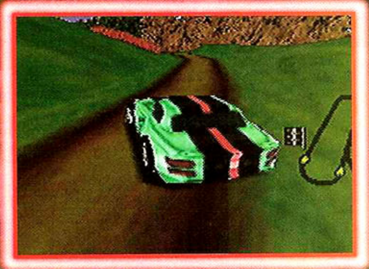
The showroom floor will roll out a bevy of vehicles for you to blaze through the Bay City in—you'll be able to hop into everything from a sleek Firebird or four-door sedan to a VW bug or hippie van. If you finish in record time, you may win the keys to one of the souped-up speedsters.

ON A ROLL

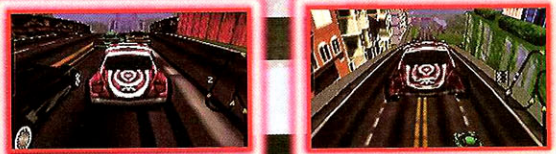
If the gridlock of racing games is making you feel tired, run-down and shiftless, SF Rush will get your engine revving with its breakneck, high-flying dose of racing. You'll get a fuel-injected rush of adrenaline as you speed through the air, hill after mountainous hill. Courses will branch into numerous well hidden short- and longcuts, so racers will be able tear through San Francisco inside and out, racing through tunnels, blockades, unfinished overpasses, and office building hallways.





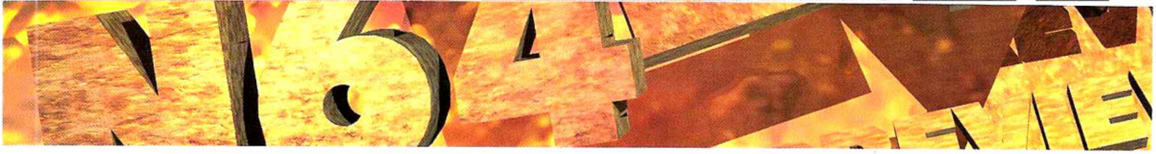


Part of the fun of San Francisco Rush: Extreme Racing will be discovering the secret detours. Concealed ramps and tunnels may launch you onto skyscraper rooftops or through the windows of buildings. To reach other detours, you'll have to maneuver with aerial agility. The only way to reach the gravity-defying loop-to-loop track is by jumping a large gap.



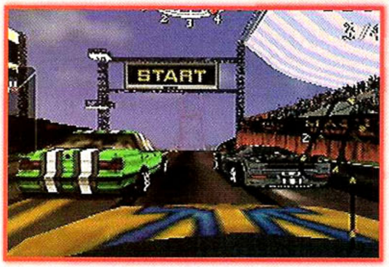
For an auto racing game, you sure won't spend much time with your wheels on the ground. San Francisco's steep streets will keep your car airborne. In addition to the rush you'll get from rocketing across the Bay Area, you may also end up crash-landing onto a shortcut.

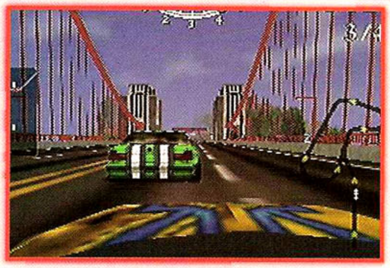
4
MUG
Root Beer



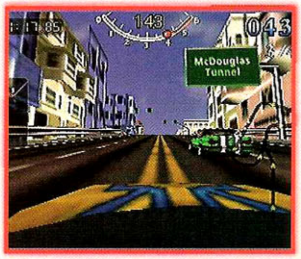
BAY RUSH

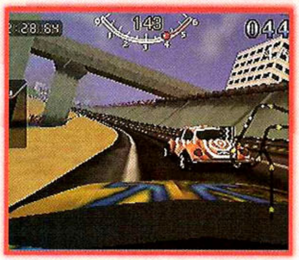
San Francisco Rush will strive to faithfully duplicate many of the city's celebrated streets, sights and landmarks. Racers will be able to spy streetcars, Sutro Tower, Coit Tower and the Transamerica Pyramid in the distance, while Haight-Ashbury and the Golden Gate Bridge will become speedways. In one of the game's more harrowing detours, drivers will be able to zip up Grant Avenue through the gates of the International District to launch themselves down the zig-zagging Lombard Street—the world's most crooked road. To anticipate some of the game's abrupt turns and surprises, drivers can keep an eye on their on-screen map, as well as their radar, to monitor nearby drivers. But that's as predictable as it will get—the city is to be explored, and the detours won't appear on your map.



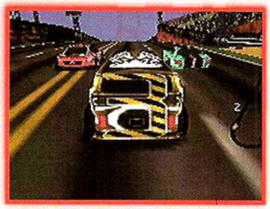


The speedways will take you through San Francisco's famous landmarks, and anyone who has visited the town will speedily recognize many places in the game

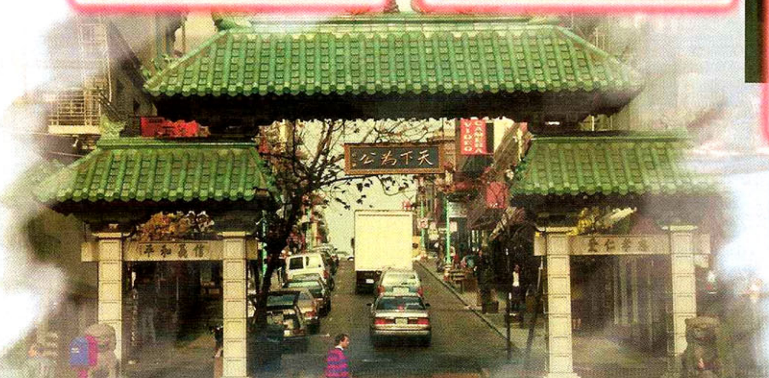




The courses will vary in difficulty, but they'll always have enough skyscraping slopes to keep you feeling light-headed. A racetrack's elevation may change by 2,000 feet over the course of the race.



SF Rush's extreme courses will cover plenty of ground. A single lap may take around three minutes to complete.

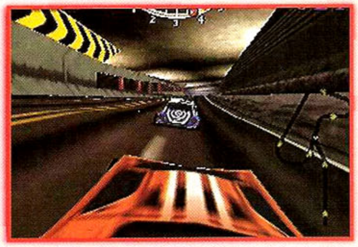


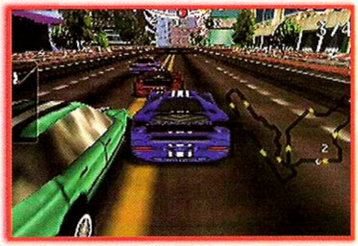
NINTENDO POWER
SUPER STAR WARS

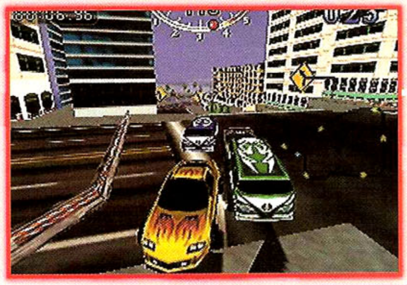
SF RUMBLE

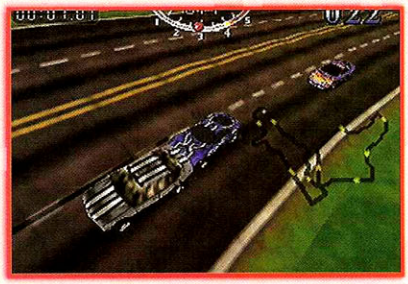
If ever there was a city meant for the Rumble Pak, it would be earthquake-prone San Francisco. With the Rumble Pak installed under your hood, you won't be able to feel any seismic activity from the San Andreas Fault, but you will be able to feel the tremors from your shaky steering, high-speed collisions and dive-bombing crash landings. Up to two players can race simultaneously in the game's Practice or Race modes. The San Francisco Rush: Extreme Racing circuit will feature eight lengthy courses that will each span an average of three scenic miles of endurance racing. When the winter season rolls out this year, be sure to have your crash helmet, Rumble Pak, and a cushy bucket seat warmed up, because Midway is scheduling to wheel out the N64 version of the rush near the end of 1998.

You'll be able to view the city from various camera angles. Drivers will be able to steer from behind the wheel with the first-person view, or they can choose from the "out-of-car" third-person views.









Why cruise the entire U.S.A. when the streets of San Francisco will give you 50 states' worth of hairpin turns, bizarre shortcuts, realistic scenery, exaggerated aerial acrobatics, exploding cars and stiff competition from lead-footed CPU racers?

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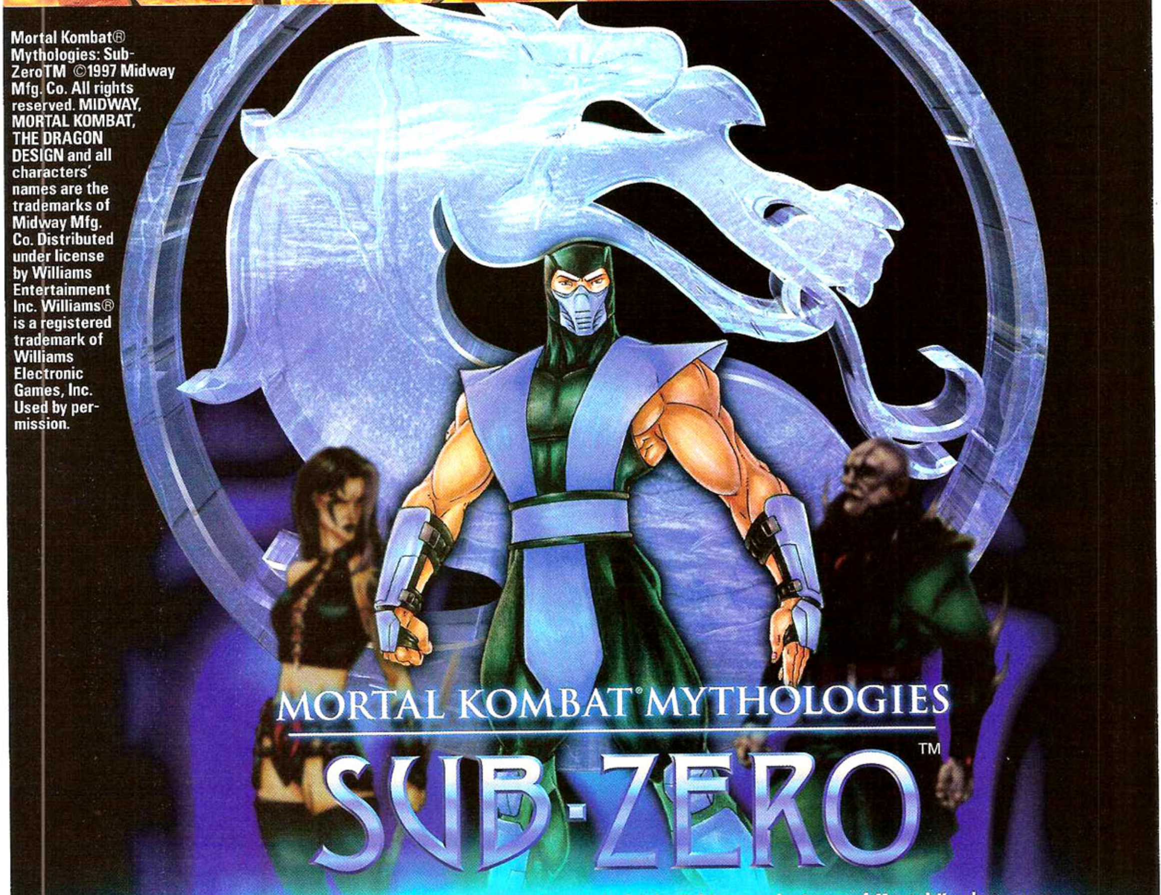
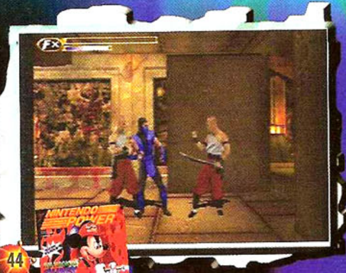
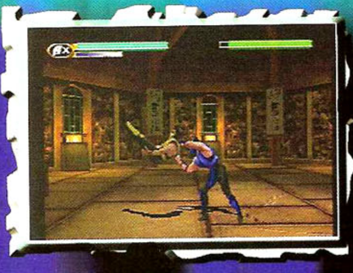
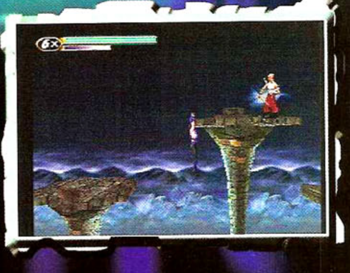


MORTAL KOMBAT® MYTHOLOGIES SUB-ZERO™

And now for something completely different. From the mind of John Tobias, co-designer of Mortal Kombat, comes a whole new take on the world of MK. Midway sent us the latest shots and info on the game, but the only version we've played so far was so early that the worms weren't even out of bed. And yet the idea is so intriguing that we're already hooked. It's all about the beginning of the MK tournament and Sub-Zero's adventures, and it includes platform and fighting action. Can this weird mix really work? We think so, and this early preview will tell you why.

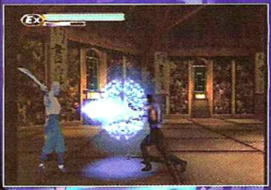


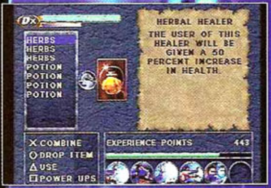




BUILDING A MYSTERY

Even after three installments of Mortal Kombat, the games have never explained the existence of the Outworld or its ancient fighting tournaments. The MK trilogy's prequel, MK Mythologies: Sub-Zero will attempt to demystify much of the mystery surrounding the series. But rather than presenting the story through MK's formula of tournament fighting, Mythologies will reveal its tale through a one-player, side-scrolling adventure in which RPG character-building is the game's defining feature. When we ventured through the game's first quest to find a map, we fought as Sub-Zero (the only playable character in Mythologies) in traditional MK style. However, before we could even use his basic freeze move, we had to earn enough experience points so we could learn to master his icy attack. Midway has promised us that, in addition to sparring with MK regulars, players will butt heads with 30 new characters and monsters (who'll reemerge in the MK 4 arcade game and in the upcoming film, MK: Annihilation). If Mythologies proves to be a hit after its release in September or early October, fans can expect more RPG-fighters based on MK characters, such as MK Mythologies: Liu Kang.

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X COMBINE
○ DROP ITEM
△ USE
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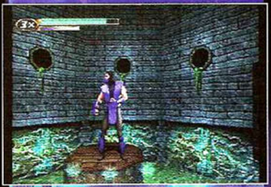
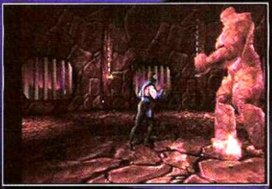
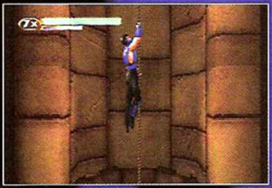
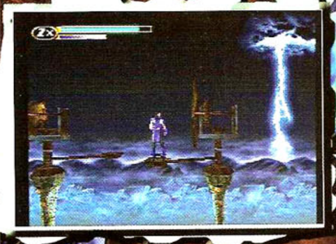
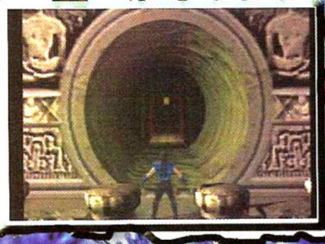


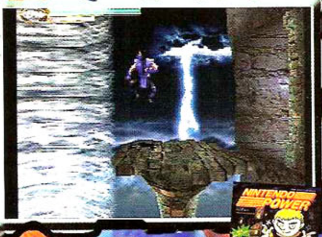


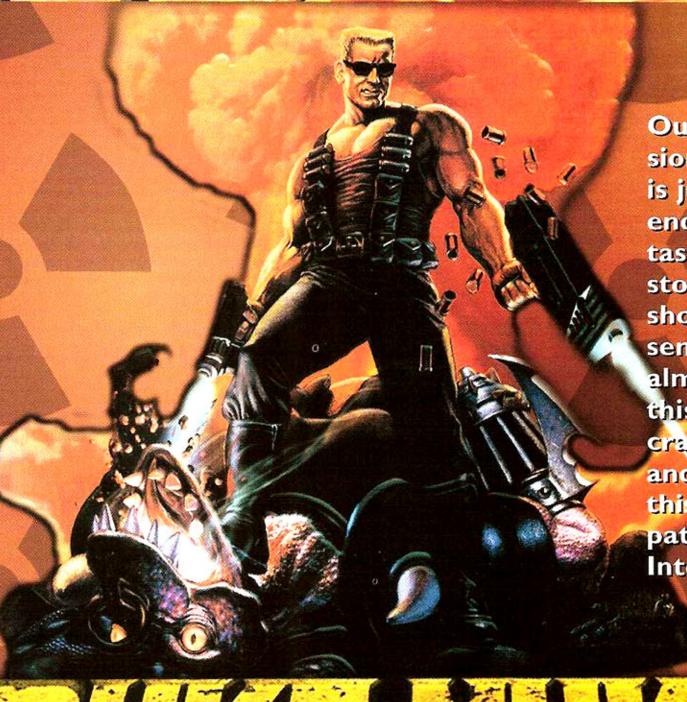
MK introduced the Outworld and Mythologies will introduce an all-new land called the Netherworld. In his quest that spans nine levels of this uncharted territory, Sub-Zero will have to solve puzzles and scour hidden areas to find items that can strengthen his attributes. MK's requisite fighting and techno music will return in Mythologies, but you'll be able to fight or flee in virtually boundless 2-D arenas while using some new moves and fatalities (no babalities or animalities, however).











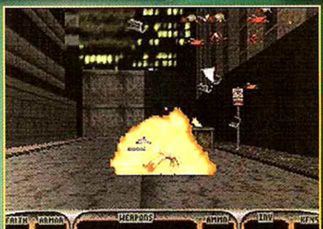
Our early, playable version of Duke Nukem 64 is just complete enough to give us a taste of what's in store—an explosive shooter with a gritty sense of humor. You almost have to play this game wearing a cracked leather jacket and shades. Check out this Rumble Pak compatible title from GT Interactive.

DUKE NUKEM™ 64

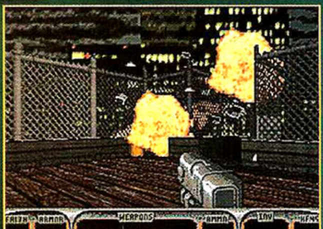
© 1997 GT Interactive

INVASION!

Skating across the earth's exosphere, Duke Nukem was sorting out his landing coordinates when a missile smashed into his space cruiser. As his ship spun out of control, the computer sputtered something about an alien invasion. Bailing out in the smoggy haze over Hollywood, Duke checked the clip on his pistol and banked his parachute for a nearby rooftop. He figured that the earth could fend for itself—someone was going to pay for the ding in his ride.



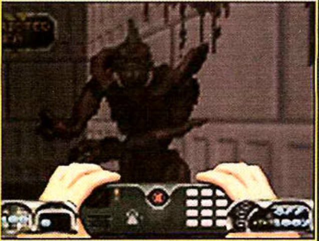
Ironclad stomachs are required to play this game. Duke Nukem 64's apocalyptic landscape is stacked with broken appendages and ammo.



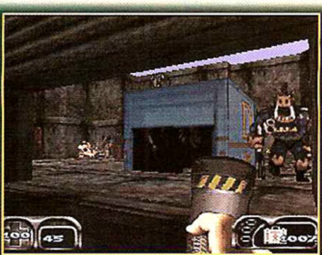
We always save some of our ammunition for searching for hidden doors. A massive explosion can uncover a passage to a secret area.

LET'S ROCK!!!

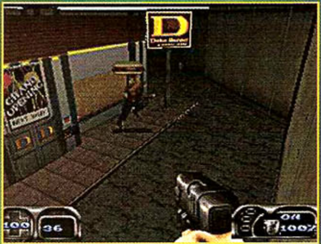
While still far from complete, Duke Nukem 64 promises to pack plenty of ammo and attitude when it's released in the late fall. We had an opportunity to preview an early version, which is a blending of a Doom style game with tongue-in-cheek references to contemporary pop culture. In Duke Nukem 64, Schwarzenneger-style heroes meet Beavis and Butthead.



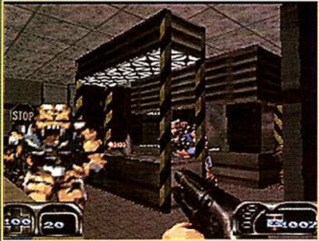
Those alien creeps hate Tripbombs. We planted bombs on the walls and waited for the fiends to cross the laser trip wire. Come and get some!



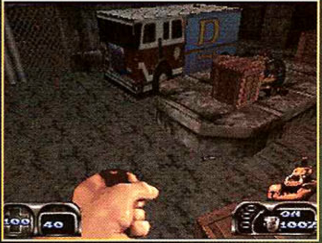
These heavy hitters think they're hot shots until they taste shrapnel from Duke's explosive arsenal. The Grenade Launcher made our day.



The alien invaders have taken over the local Duke Burger joint, driving away the most loyal customers. We set up our own BBQ on a rooftop.



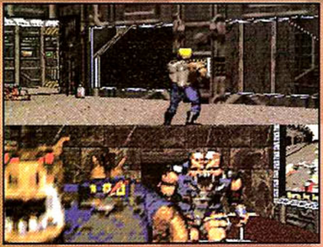
If you've got aliens running around in a first-person perspective game, you've gotta have a shotgun. Duke Nukem 64 won't disappoint.

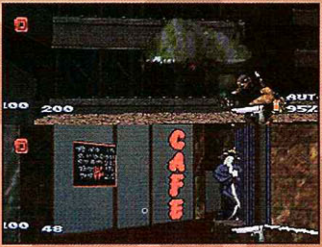


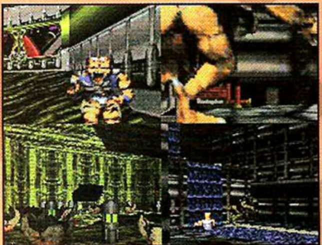
Look out below! This scare pair was so mesmerized by our rooftop perch that they tripped over the remote bomb we dropped on their toes.

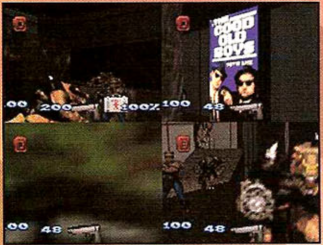
DUKE MATCH

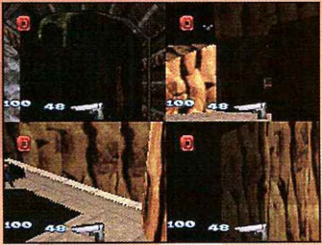
We were in the mood for some unnecessary roughness. Nabbing a pair of innocent victims, we thrust controllers in their hands and watched them flee from our machine guns. Nukem's multiplayer modes uses a split screen similar to Mario Kart 64's and GoldenEye's. Our only mistake was agreeing to another game. Sore losers learn quickly in Duke's domain.



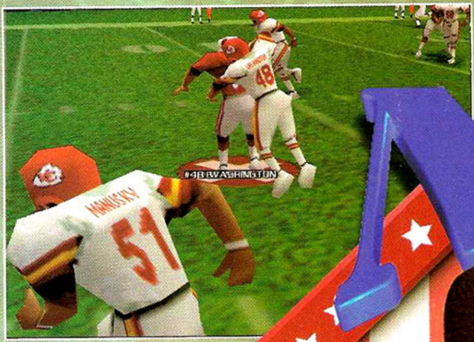








Duke Nukem 64 will have several rough and rowdy multiplayer modes, including a free-for-all Duke Match, two-on-two team play, and a lethal version of Capture the Flag. A special Meltdown mode features a high-intensity race to the stage exit. The gamers' view of the action is split two ways for two-player matches, while the screen is split four ways for three- and four-player duels.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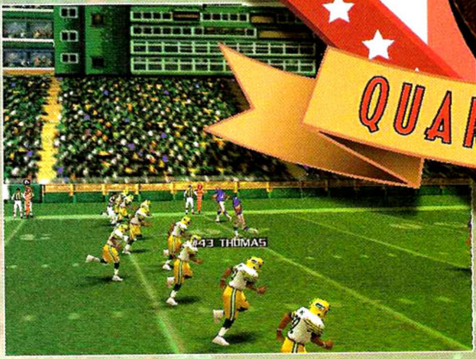
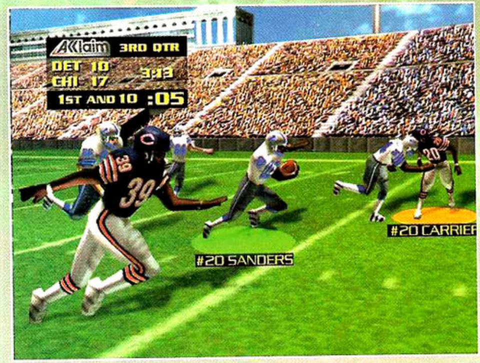
NFL QUARTERBACK CLUB™

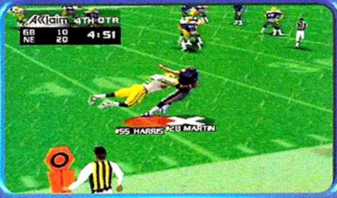



Acclaim 3RD QTR
DET 10 3:13
CHI 17
1ST AND 10 :05
#20 CARRIER
#20 SANDERS

© 1997 Acclaim.

The hi-res world of QB Club '98 may change everything. Every version has something so spectacular that we lose consciousness. We recommend reading this preview while sitting down.

It's not hard to figure out what football fans want in a video game. They want realism, stunning graphics, a bazillion options, outstanding play control and an AI program that thinks like Knute Rockne. Unfortunately, many software developers have fumbled trying to combine these elements in one game–until now. We think NFL Quarterback Club '98, will be one of the benchmarks for future football titles for the N64.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GB 10
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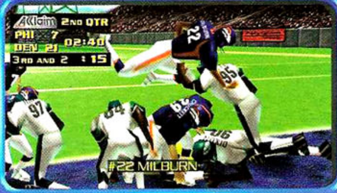
#55 HARRIS
#20 MARTIN

Ouch! He'll feel that in morning. All of the players' movements have been motion captured and rendered in stunning 3-D graphics.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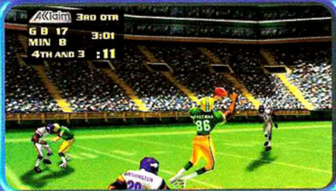
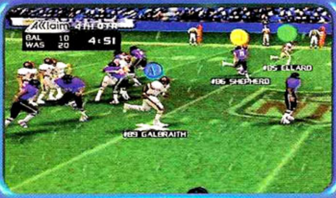
#22 MILBURN

Go over the top. Specialized moves will include leaping catches, stiff arms, hurdles and defensive-line-defying dives.


Acclaim 3RD QTR
GB 17
MIN 8
3:01
4TH AND 3 :11

We goofed around with the camera angles, taking in the action from six different lenses, including a custom camera perspective.


Acclaim 4TH QTR
BAL 10
WAS 20
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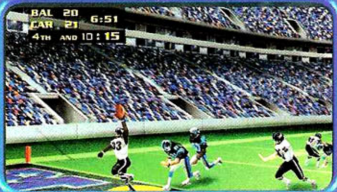
#85 ELLARD
#86 SHEPHERD
#89 GALBRAITH

Passing the ball is easy. Just press the controller button you see above your intended receiver to unload the ball.

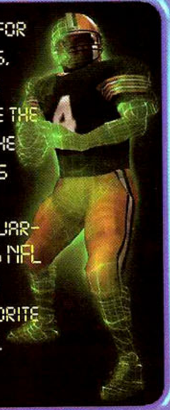

BAL 20
CAR 21
6:51
4TH AND 10 : 15

He's in the zone! Celebrity motion capture animations are planned for the game, and we were gloating over the end zone antics.

This game gets real. NFL Quarterback Club '98 is licensed by the National Football League and Players Inc., which means you'll see the official team logos, uniforms and the real players' names in the game. With actual teams and players, it makes sense that the gridiron battles take place in real venues. That's why all 30 NFL stadiums will be rendered and reproduced in stunning 3-D graphics.

How stunning are the graphics? This will be the first North American N64 title to use a high-resolution mode, a sharp, 640x480 resolution that has never been produced on any console system. That means you'll see details as small as the team logos on the helmets of all 22 players on the field. We're talking about a resolution so fine that you can read the player's name, number and the position he plays as he dives for a first down.

FARVE'S FAVORITES

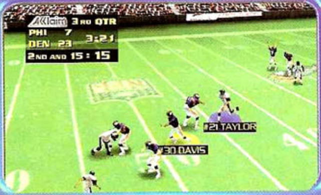


IF YOU'RE LOOKING FOR INSIDER STRATEGIES, NFL QUARTERBACK CLUB '98 WILL HAVE THE PLAYS YOU NEED. THE GAME'S DEVELOPERS CONSULTED BRETT FAVRE, PACKERS QUARTERBACK AND 1996 NFL MVP, AND PLAN ON INCLUDING HIS FAVORITE PLAYS IN THE GAME.

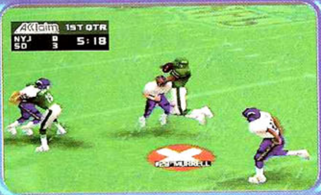
Whether you're playing a single game, simulating a historic situation, or leading your team to the Super Bowl in Season Mode, NFL Quarterback Club '98 has the options you'll need to customize the game to your tastes. Make small or big changes. You can do something as basic as selecting a new difficulty level, or you can completely reorganize your offensive, defensive or special teams by substituting players from the bench. Fantasy football fans will bask in the NFL Play Season Mode, where gamers control the action in the front office and the sidelines. You'll be able to manage your team's roster in Season Mode, creating, drafting, trading, signing and releasing new players–just remember the salary cap. If you're into the expansion scene, NFL Quarterback Club '98 will even let you create new teams. The game will also track player and team statistics throughout the season, highlighting the league leaders in categories including passing, receiving, kicking, rushing, and punt returns.

We felt like we were totally in control of the action in Quarterback Club '98. The players reacted to the N64 controller's commands with pinpoint accuracy. The players' moves were easy to learn, so we spent more time enjoying the game and less time figuring out which button to press. In addition to the usual video game repertoire of pass, pitch and speed burst, ball carriers can use dives, stiff arms and hurdles. By pushing the Control Stick at various angles, we discovered that our players could run at nine different speeds.

If you're one of those gamers who looks for a sure-fire play that foils the computer every time, you'll probably eat some turf when you try to befuddle this game. We found that even the early version of the computer's AI quickly adjusted to and capitalized on customized plays, closing holes and tripling the coverage on receivers. While the AI defenders in other games run their play patterns or charge after the player with the ball, the defenders in this game will think about where you might go and shut down your options. You'll have to play as smart as a pro if you expect to reach the Super Bowl.



The Options Menu will let you choose between seeing the name, number and position of the players you control in the game.



X marks where the ball will land. Players will be able to dive or leap for the ball, adding additional drama on key plays.

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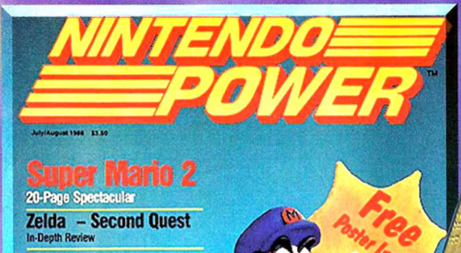
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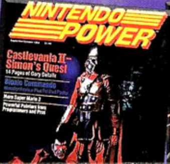
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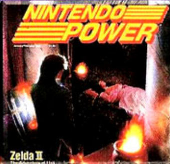
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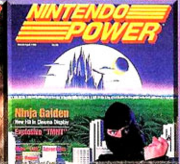
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Disney's Chip 'N Dale RESCUE RANGERS
Golgo 13: The Mafat Conspiracy
Plus Previews
Mission Impossible
Castlevania III
Bonus Contest!
NINJA GAIDEN II
MANIAC MANSION
Weirdos, Heroes and Space Cadets
Mission: Impossible
Plus Previews
TMNT: The Arcade Game
Solar Jetman
Special
Giant Game Boy Feature
FINAL FANTASY
DR. MARIO
Contagious Fun and Challenge!
Huge Reviews!
Castlevania III
Solar Jetman
Little Nemo
Player's Poll
Leads to Super Bowl
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Test your mettle on a new "mega" mission!
Monster Features
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And More!
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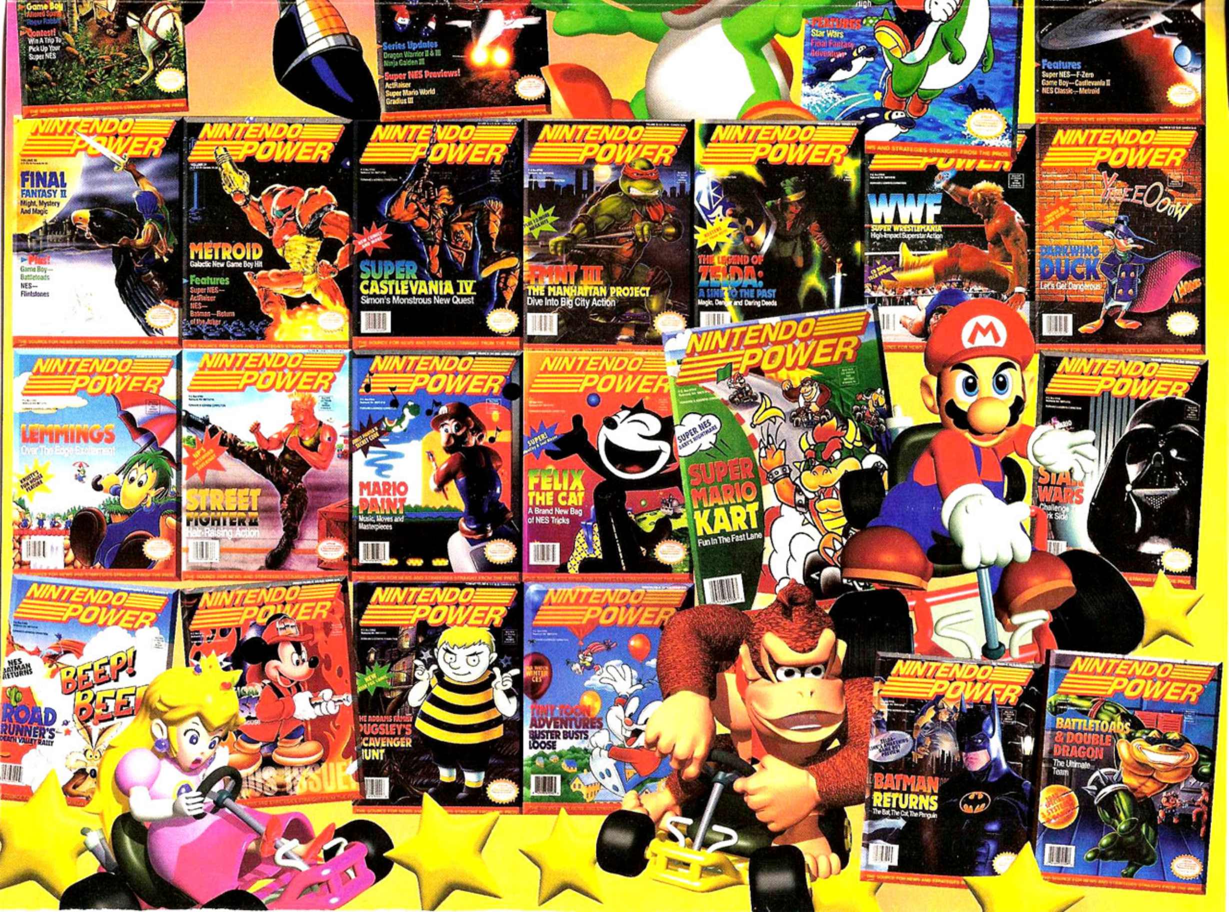
SUPER MARIO WORLD
STAR TREK
"Beam Up" To Adventure
THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS


Game Boy
Contest!
Win A Trip To Pick Up Your Super NES
Series Updates
Dragon Warrior II & III
Ninja Gaiden III
Super NES Previews!
ActRaiser
Super Mario World
Gradius III
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Final Fantasy Adventure
Features
Super NES—F-Zero
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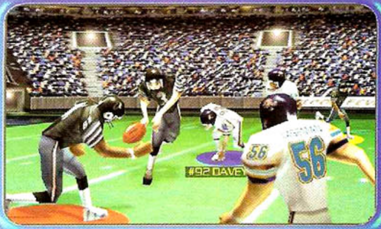
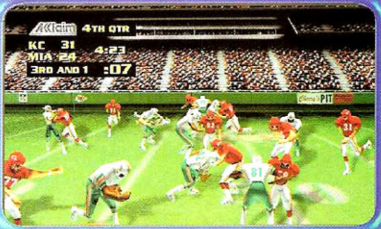
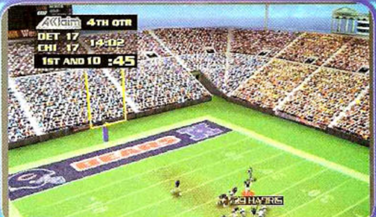
NES—Flintstones
METROID
Galactic New Game Boy Hit
Features
Super NES—ActRaiser
NES—Batman—Return of the Joker
SUPER CASTLEVANIA IV
Simon's Monstrous New Quest
TMNT III
THE MANHATTAN PROJECT
Dive Into Big City Action
THE LEGEND OF ZELDA: A LINK TO THE PAST
Magic, Danger and Daring Deeds
WWF
SUPER WRESTLEMANIA
High-Impact Superstar Action
YEEEOOOW
DARKWING DUCK
Let's Get Dangerous
LEMMINGS
Over The Edge Excitement
STREET FIGHTER II
Hair-Raising Action
MARIO PAINT
Music, Moves and Masterpieces
FELIX THE CAT
A Brand New Bag of NES Tricks
SUPER NES
SUPER MARIO KART
Fun In The Fast Lane
STAR WARS
NES BATMAN RETURNS
BEEP! BEEP!
ROAD RUNNER'S DEATH VALLEY RALLY
THE ADDAMS FAMILY PUGSLEY'S SCAVENGER HUNT
TINY TOON ADVENTURES
BUSTER BUSTS LOOSE
BATMAN RETURNS
The Bat, The Cat, The Penguin
BATTLETOADS & DOUBLE DRAGON
The Ultimate Team
THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS



While still in development, NFL QB Club's Action and Quarterback Cams will let gamers take in the view through the eyes of the pros.

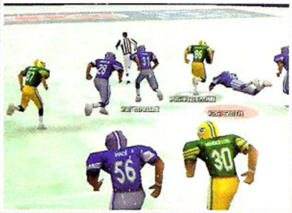

Acclaim 4TH QTR
KC 31 4:23
MIA 24
3RD AND 1 :07

The Sideline Cam will cover the action from a wide angle, so you'll see all of the players as the action unfolds both up and down field.

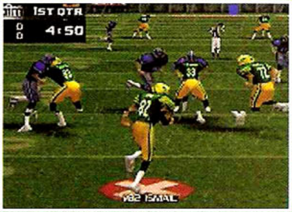

Acclaim 4TH QTR
DET 17 14:02
CHI 17
1ST AND 10 :45
BEARS
#29 HARRIS

All 30 NFL stadiums are reproduced in the game. The crowd's cheers intermingled with the commentator's voice heighten the drama on the field.

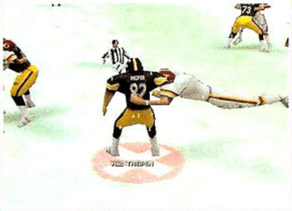
WICKED WEATHER



Want to play in a winter wonderland? NFL Quarterback Club '98 will have nine different weather settings, so you can pick the climate that suits your tastes.


1ST QTR
4:50
#82 ISMAIL

Bad weather, like rain, sleet, or snow will affect whether or not your player can hang on to the ball when he's knocked to the turf, or get traction on the field.



Get a grip on the opposition's receiver before he gives you the slip, but make sure he's caught the ball or you'll lose ground on a passing interference call.

NINTENDO POWER
STREET FIGHTER II TURBO

BODY HARVEST™

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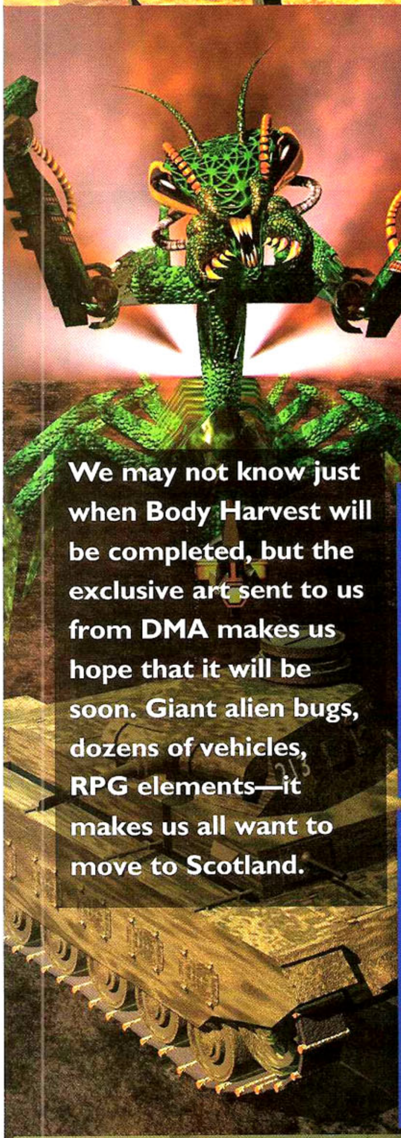
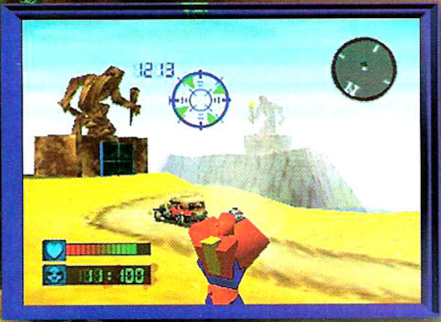
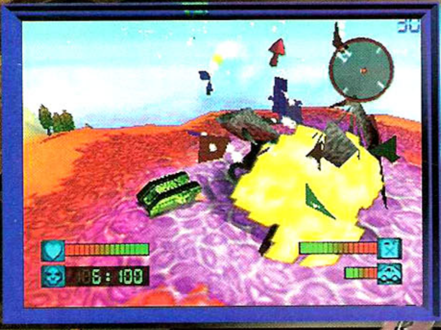


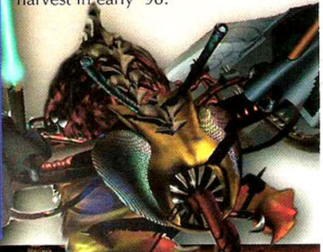
We may not know just when Body Harvest will be completed, but the exclusive art sent to us from DMA makes us hope that it will be soon. Giant alien bugs, dozens of vehicles, RPG elements—it makes us all want to move to Scotland.



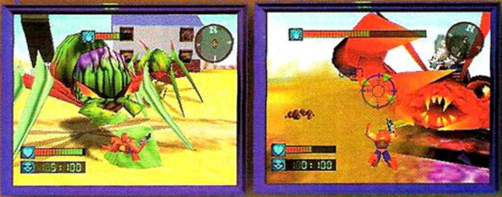


GUESS WHO'S COMING TO DINNER

We first heard buzzings of Body Harvest and its insectoid invasion in 1995, when the game was in its larval stages. The developers at DMA Design are now reprogramming the straight-ahead shooter to broaden its appeal by combining shoot-'em-up action with RPG problem-solving. As a result, conversing with townspeople may now turn up clues or keys to an attack vehicle. Nintendo plans to unleash the harvest in early '98.

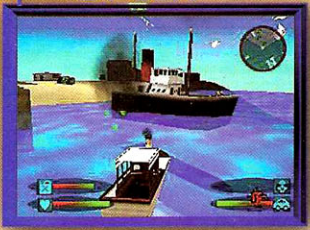


BY FOOT



With lots of ground to cover, Drake may be better off in a vehicle. Otherwise, he may end up as bug food. The Human Collecting Unit aliens ensnare prey in gelatinous traps so they can bring the people (still kicking and screaming) back to the "queen bee" of the operation, the Processor.

BY SEA

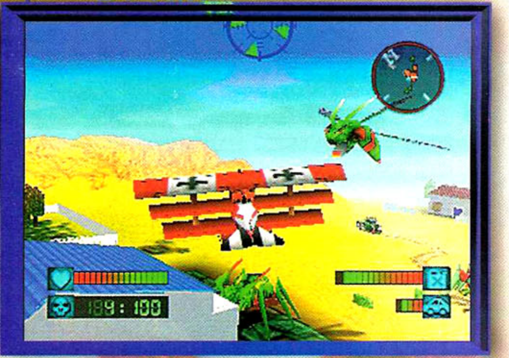


To squish out the alien invasion, you'll have a veritable museum of transportation to pilot. The game will constantly challenge you to relearn how to get around by putting you behind the controls of yachts, helicopters, riverboats, nuclear subs, motorcycles, old jalopies, vintage cars or futuristic aircraft.

LIKE ANTS AT A PICNIC

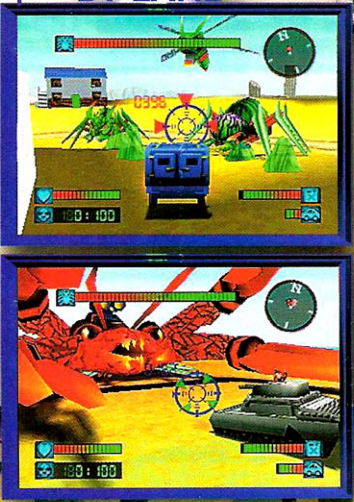
The year is 2055, and an alien race with an appetite for people has practically devoured the entire human race, save for a handful of people aboard a space station orbiting the earth. As survivor Adam Drake, you must go back in time to fend off the aliens during their major binges. To trap their prey for their feasts, the aliens routinely cordoned off entire countries with a shield wall. Drake must materialize into those areas and use whatever weapons and vehicles he can find to exterminate the insectoids. Various people may stand in the way of these items, so Drake will have to convince the sheriff of the alien threat or search houses to find people who can upgrade his weapons.

BY AIR



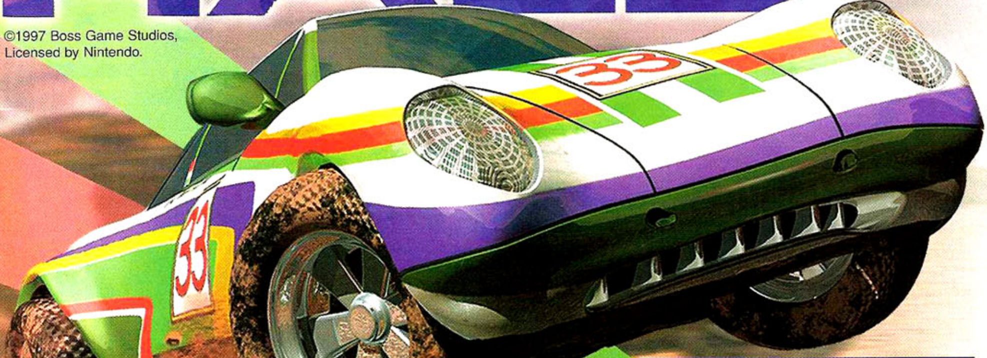
Each of the six sprawling levels will feature vehicles characteristic of the time period, such as a classic triplane in 1915 Greece. You'll be able to test out vehicles in 1940s Java, '50s America or '70s Siberia. You can even time hop to Tokyo in 2015 or uncover the alien conspiracy at Area 51 in 1997.

BY LAND

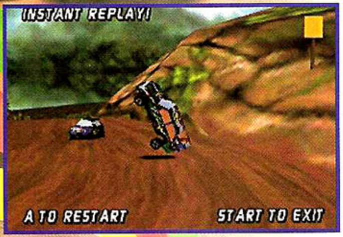


Rolling across sand, snow or pavement, you'll be in for a frightening ride, and DMA is striving to make the game as scary as possible. To lull you into a false sense of security, they're promising unique weapons and outrageous power-ups, which should be helpful during your final showdown on the aliens' homeworld.

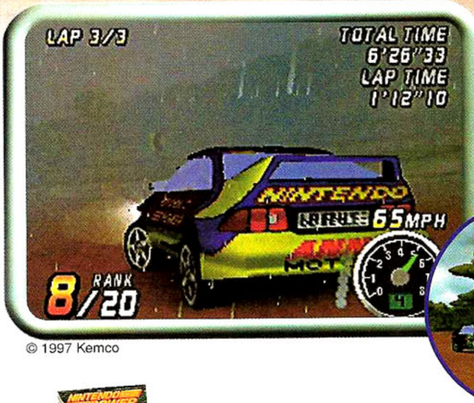
TOP GEAR™ RALLY



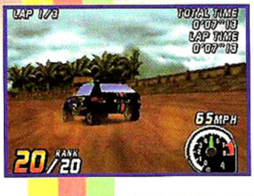
©1997 Boss Game Studios, Licensed by Nintendo.

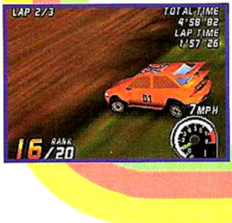

INSTANT REPLAY!
A TO RESTART
START TO EXIT

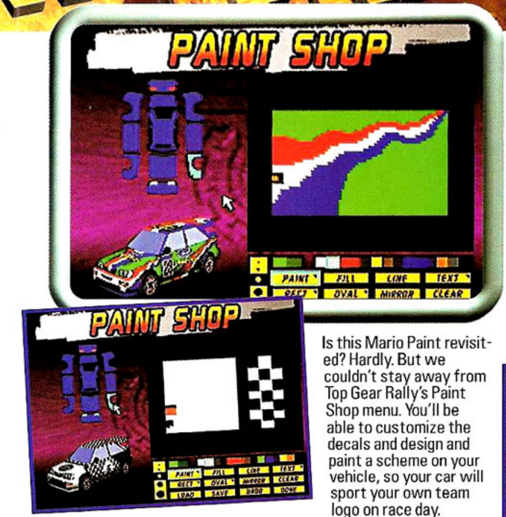
We've logged more hours in Top Gear Rally than in any other upcoming racer. That should tell you something. (For one thing, we work in the right place.) We'll tell you a few more things about Rally in this preview.


LAP 3/3
TOTAL TIME
6'26"33
LAP TIME
1'12"10
65MPH
8/20 RANK

© 1997 Kemco


LAP 1/3
TOTAL TIME
0'07"13
LAP TIME
0'07"13
65MPH
20/20 RANK


LAP 2/3
TOTAL TIME
4'58"82
LAP TIME
1'57"26
7MPH
16/20 RANK

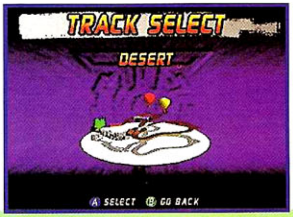


Is this Mario Paint revisited? Hardly. But we couldn't stay away from Top Gear Rally's Paint Shop menu. You'll be able to customize the decals and design and paint a scheme on your vehicle, so your car will sport your own team logo on race day.

Pop The Clutch

What's the toughest thing about Top Gear Rally? We found out that it was putting the controller down when we took our customized car for a spin in one of the game's four race modes. Rally's preliminary design is packed with plenty of rich details, options and challenges—a high-octane mixture that kept us behind the wheel long after our co-workers went home.

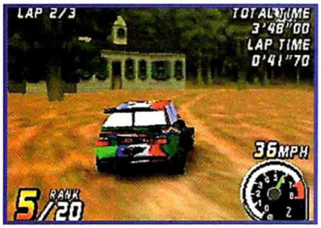
If you've played any title in the Top Gear Rally series, you'll recognize Championship Mode, a season-long challenge that makes you start every race in 20th place and try to work your way to the front of the pack in three laps. Rally's race courses will be colossal, traversing high mountains, dusty deserts, foggy seashores and steamy jungles. Depending on how fast you drive, you'll discover additional cars or even a hidden course.



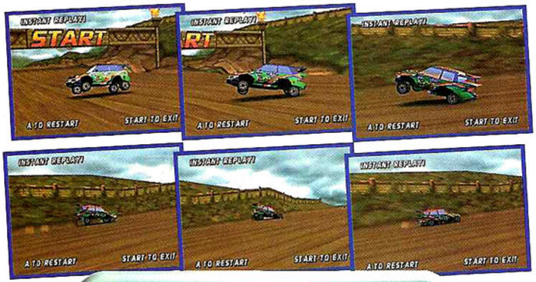
Championship mode will offer four long, grueling courses. If you keep the pedal to the metal, you might clinch the top time that gets you to the game's hidden race track.

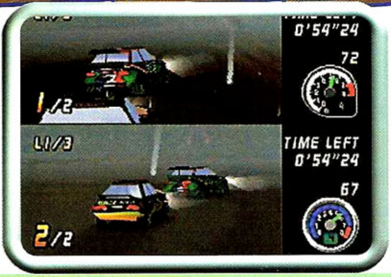
We had to take a wild ride on one of the many shortcuts crisscrossing each stage if we wanted a record time—but we also discovered that in this mode the shortest distance between two points is never a straight line. It's extremely challenging to stay on the narrow roads, and when we didn't, our vehicle paid the price in appearance and performance.

Since our car's look was second only to top speed and handling, we spent hours redesigning our vehicle in the Paint Shop. This user-friendly menu is a mixture of an Auto Detail Shop and Mario Paint. Zoom in on any of the ten panels on your car, then go to work with the generous array of brushes, text, geometric shapes and the huge palette of colors. You can save your work to your Controller Pak, so your design will always be ready for race day.



Is there more? You bet your socket set—so many details and options that we don't have room to cover it all here. Look for the hard-driving facts when the game hits the road this fall.

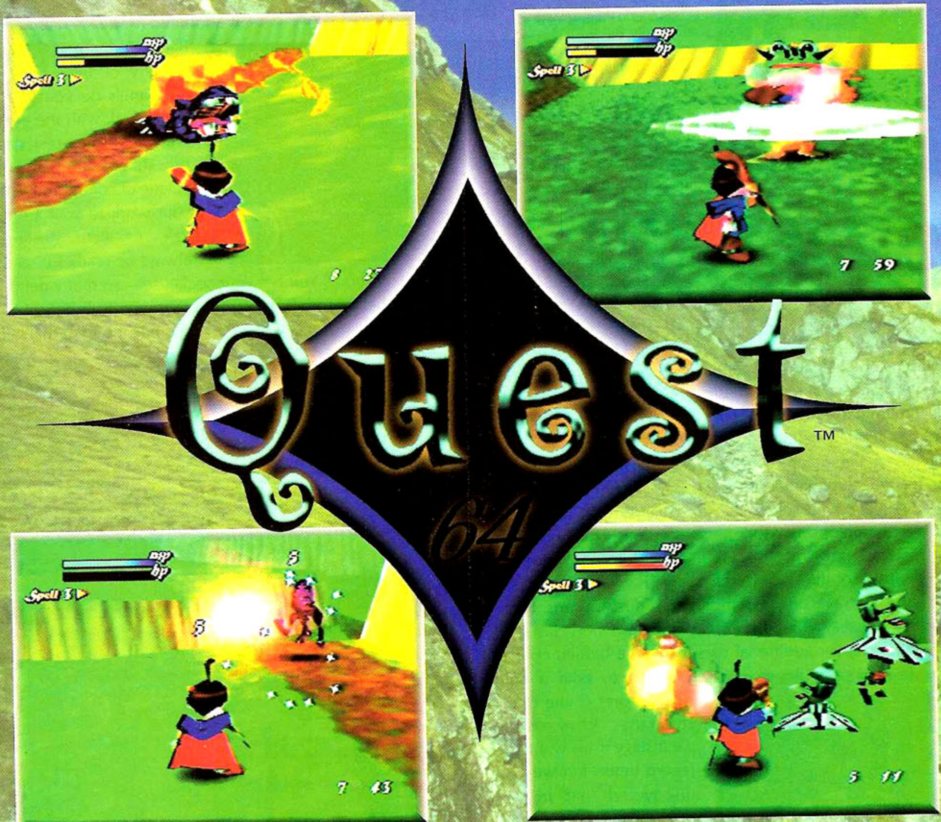




Keep your eye on the road. If you bump into a car or a roadside attraction, your vehicle will pay the price, both in performance and appearance.

THQ sent us a pre-pre alpha version of their upcoming RPG, Quest 64. Even though about 80% of the game is still in the works, we could see that Quest has promise. These screen shots are so exclusive that they practically live on a yacht.

Quest 64™

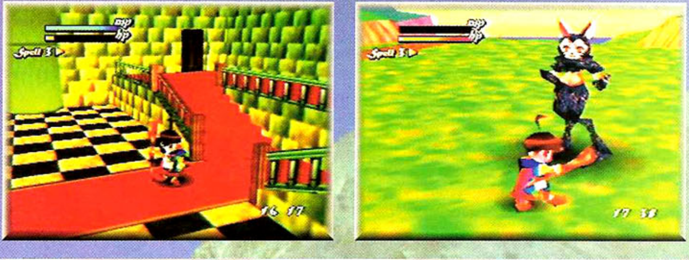


When Jonjuk encounters a monster, it's time to cast a spell. Fire magic, obviously, burns enemies, but at least one wind spell has an unexpected effect. If you cast the wind spell, it lifts up the enemy then drops it on its head.

© 1997 THQ.

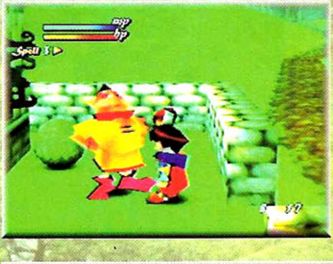
Casting the Spell

If Quest 64 were a building under construction, it would have a big hole for a basement, some concrete slabs and steel bars sticking up, and lots of construction materials lying around. But messy or not, it was exciting to wander about such an early world and see its potential. The first true RPG for the N64 will follow many traditions of the genre, but should break new ground in other areas, including a real-time battle system that lets you evade enemy attacks and an internal clock that carries the game from day into night.



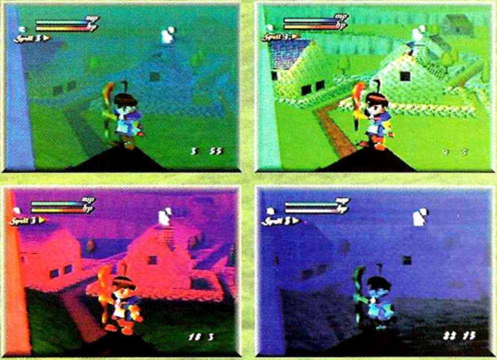
Already, Quest 64's characters and animations look very good. Only a few of the settings were anywhere near being finished, but the world promises to be quite large and varied. In addition to the town and mountain areas we explored, there will be castles, open countryside and much more.

Quest 64 (still a working title) will feature parties of up to three characters. In our walk-around version, we controlled Jonjuk, a heroic lad from the Kingdom of Stonia. He will be joined by a female fighter, Flora, a warrior named Kiriak, and a mysterious Merlin-esque wizard. Magic spells depend on the four elements of fire, wind, water and earth. As you gain experience, you'll gain power, as well. We managed to run into several enemies on our walkabout, and we've seen others in screen shots from Japan, including a huge dragon.

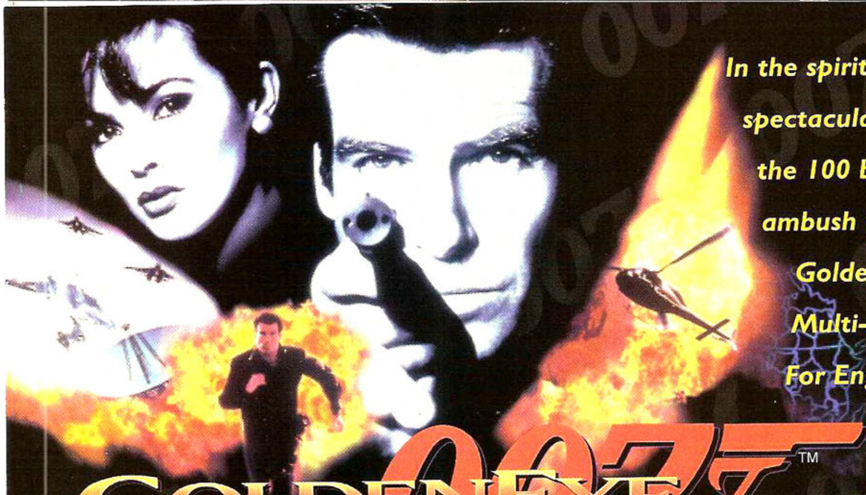


Even at this bare bones stage, Quest 64 had text messages, subscreens and a variety of areas. The finished game will contain at least three kingdoms, dozens of enemies and many characters who hold information and items. You'll find shops, inns, pubs and other businesses. The story is about Jonjuk (whose name may well change for the North American version of the game) who must retrieve a stolen magic book that has unleashed unspeakable evil on the three Celt Lands. THQ hopes to have Quest 64 ready for a first quarter 1998 release. There's a long way to go, but a good epic is worth the wait.

Day & Night



This time feature is very cool. Not only do the graphics change with the time of day, but characters will react to you differently, or show up in different places at night and during the day. And monsters may appear only at certain times—maybe when they're hungry.



In the spirit of our 100th issue spectacular, we'll show you the 100 best places to ambush your adversaries in GoldenEye's Multi-Player Mode. For England, James.

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MULTIPLAYER MAYHEM
007

We'll start off with an overview of the different scenarios and options available in the multi-player, Live and Let Die Mode and then follow up with maps and tips for each arena. In a Normal scenario, players shoot it out for a specific time or until a point limit is reached. Other scenarios are outlined below.

YOU ONLY LIVE TWICE

Bond has had more than the proverbial nine lives in his career, but you'll only have two. The last agent standing will be the undisputed winner of the match.

THE LIVING DAYLIGHTS

This scenario is just like the old "Capture the Flag" game, except with guns. The combatant who manages to hang on to the flag the longest will be the winner.

THE MAN WITH THE GOLDEN GUN

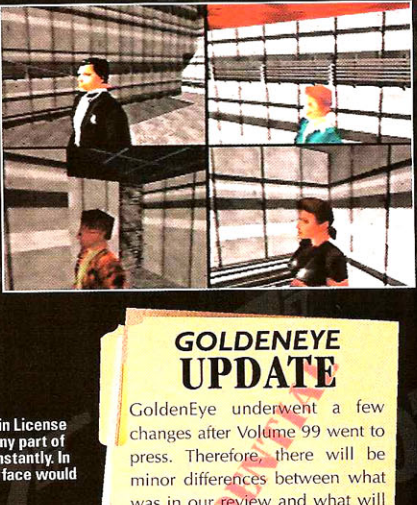
In this scenario, along with the usual complement of pistols and automatics, a Golden Gun will be secreted somewhere in the arena. One shot from the Golden Gun will defeat an enemy instantly, even if he or she is wearing Body Armor.

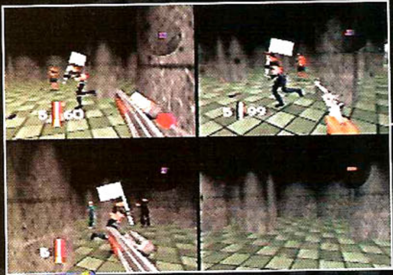
LICENSE TO KILL

Get ready for mayhem because in License To Kill, any gunshot or blow to any part of the body will defeat an enemy instantly. In this scenario, even a slap in the face would be a fatal blow!

TEAM

In Team play, team members' scores are combined at the end of the match to determine the winning squad. You can choose between 2-on-2, 3-on-1 and 2-on-1 matches. You can hurt your teammate, so watch where you point your weapon.





GOLDENEYE UPDATE

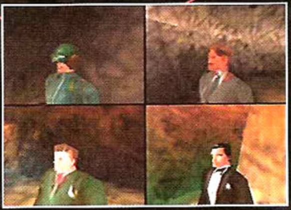
GoldenEye underwent a few changes after Volume 99 went to press. Therefore, there will be minor differences between what was in our review and what will be in the final game; for example, the "Minimize civilian casualties" objective was added to many of the missions on the 00 Agent level. The strategies we outlined, however, are still valid.

AND THEN THERE WERE NONE 007

Combatants have the opportunity to choose a character before each match. There are eight default characters, including Bond, Natalya, Trevelyan, Xenia and others. Once you defeat the game on the Agent level, a total of 33 characters will be available, including several from other, classic Bond adventures.

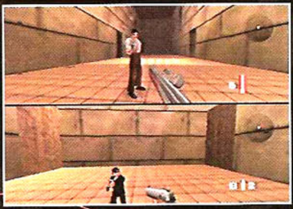
CAMOUFLAGE

Depending on where you do battle, your character may give you a small advantage.
All characters have the same physical abilities, but those with dark clothing can blend into the shadows in certain arenas.



ODDJOB / JAWS

These are the only characters with a marked physical advantage or disadvantage. Oddjob is shorter than most, making him very hard to hit. The taller-than-average Jaws is a sitting duck in most cases.

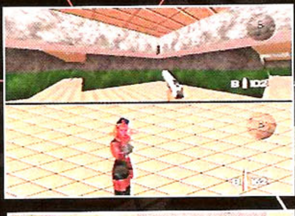


IN YOUR SIGHTS 007

There are many different strategies you can use, but it's essential to target well and learn how to evade enemy gunfire. Practice on targets at different distances and see what the auto-aim function can and cannot do.

HEAD SHOTS

Shots to the upper body and to the head are much more damaging than shots to other parts of the body. In fact, a single head shot can deplete half your Body Armor or life meter.



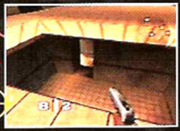
SIDE STEP

Moving targets are obviously much tougher to hit than stationary ones. Practice running at angles and shooting at the same time. Try to "lead" your shots ahead of moving targets.

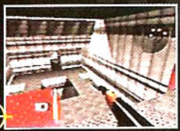
NEW LEVELS 007

After your first regular mission, the first seven arenas will be available in Multi-Player Mode. Additional arenas become available as you complete more missions.

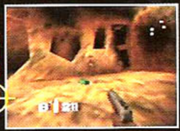
TEMPLE



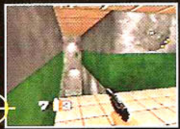
COMPLEX



CAVES



LIBRARY



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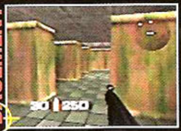

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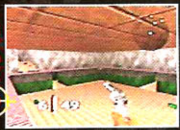

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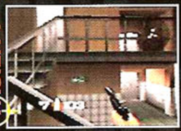
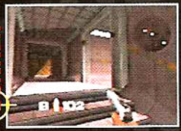
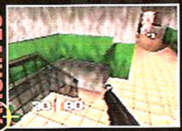


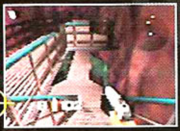
BUNKER



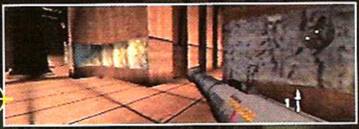
ARCHIVES



CAVERNS

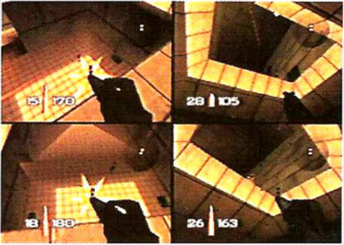


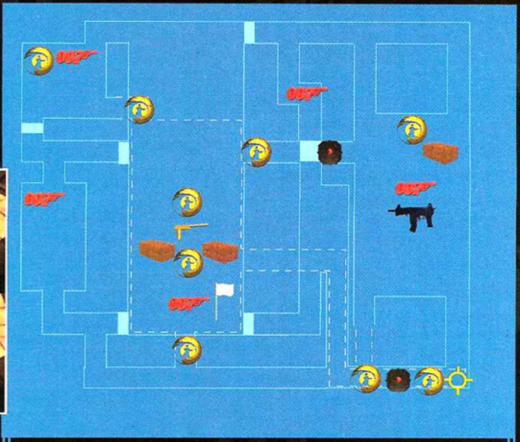
EGYPT



TEMPLE 007

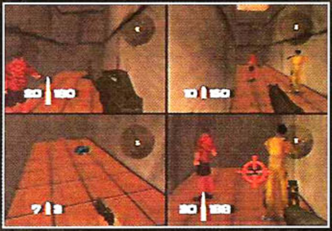
Wide open spaces make the Temple a fave of novices and veterans alike. The map shows the locations of the Best Ambush Positions, the Selected Weapons, ammo for the Selected Weapons and so on. Selected Weapons include any weapon chosen specifically for a match, like remote mines, rockets, etc. Below each map, we've listed our favorite scenario, game length and weapon for that arena.

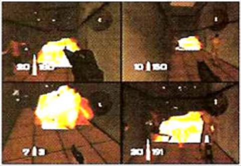




SCENARIO: THE MAN WITH THE GOLDEN GUN
GAME LENGTH: 10 MINUTES
WEAPONS: GOLDEN GUN

GUARD THE BODY ARMOR

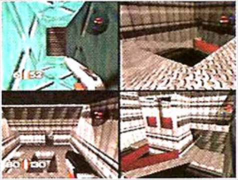


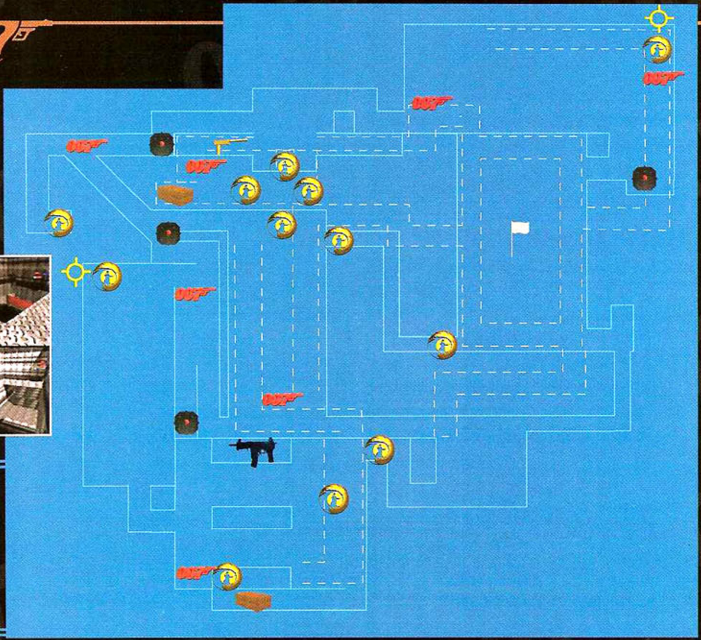


There's only one set of Body Armor in the Temple, and someone is bound to go for it. Some agents like to grab it and then wait in the shadows to ambush the next person. An even better strategy would be to grab it and then leave a mine or three behind as a surprise present!

COMPLEX 007

The low ceilings confuse your radar, and it's hard to tell if an adversary is on the same or a different level from you, so always assume an enemy really is around the corner. The many catwalks and lookouts give you lots chances for sniping, and the low ceilings and thin walls make explosives doubly dangerous. Search for a camouflaged alcove off a catwalk in the Northeast corner.

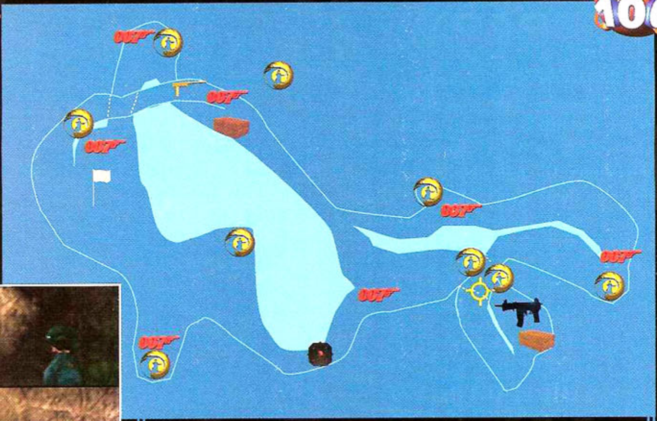




SCENARIO:
YOU ONLY LIVE TWICE
GAME LENGTH:
LAST PERSON ALIVE WINS
WEAPONS:
REMOTE MINES

CAVE 007

If you like Proximity Mines, then the Caves will be your playground. There are lots of shadowy places in which to hide the insidious little things, but remember where you put them, or you'll be a candidate for the Lemming Award! Combatants with dark clothing will also like this dimly lit arena. There are lots of places where you can see other levels above and below you, and whoever holds the high ground will hold the advantage. There's an especially good ambush position in the large chamber to the northwest.

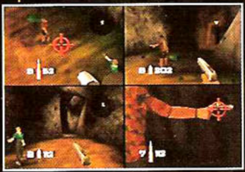


SCENARIO: 2 vs 2
GAME LENGTH: FIRST TO 10 POINTS
WEAPONS: REMOTE MINES

START POSITIONS
SELECTED WEAPON
AMMO
BEST AMBUSH POSITIONS
FLAG
GOLDEN GUN
MINE PLACEMENTS

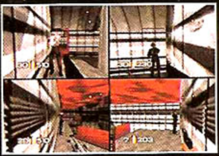
CONFIDENTIAL

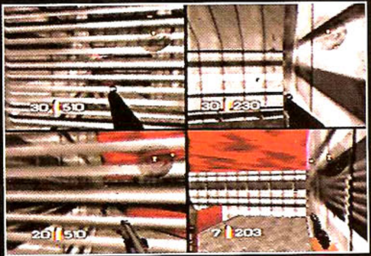
HOLDING THE HIGH GROUND



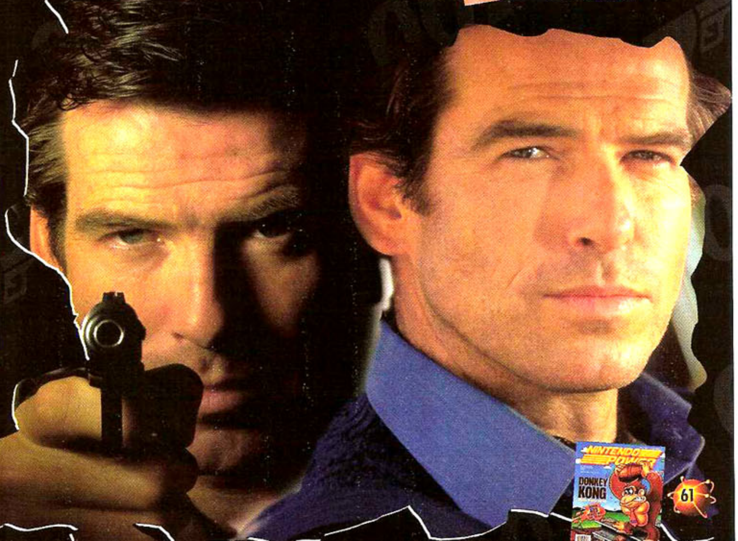
The auto-aim function works better facing downhill than uphill, so anyone on the high ground will have the upper hand. Another thing to keep in mind is that some of the slopes look too steep to climb, but you can actually run up and down them and catch your foes by surprise from behind.

VENTING YOUR FRUSTRATION





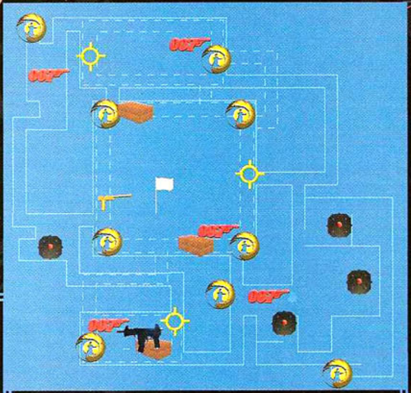
One sneaky tactic is to wait just inside an air vent and snipe at anyone who crosses your line of sight. You can shoot both ways through the grates covering the vents, but the grate covering the camouflaged alcove is bulletproof in one direction: you can shoot into it, but you can't shoot out from it!



LIBRARY 007

The Library is actually made up of the Stacks and the Basement. If you select either the Stacks or the Basement, you can't access the other area. If you choose the Library, you'll be able to move freely between them. When using the Library, you can shoot through the grates in the ceilings and floors and into the next level.

SCENARIO:
2 vs 2
GAME LENGTH:
FIRST TO 10 POINTS
WEAPONS:
POWER WEAPONS



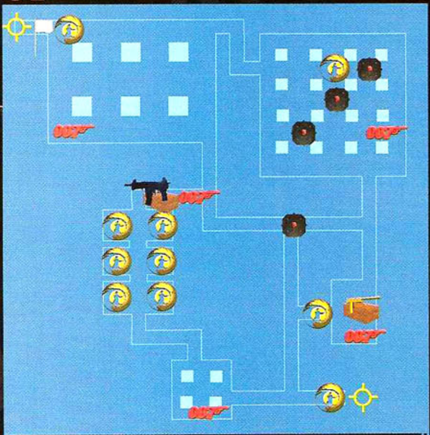
SCENARIO: THE LIVING DAYLIGHTS
GAME LENGTH: 10 MINUTES
WEAPONS: POWER WEAPONS

STACKS 007

With its large, multi-level chambers and many secret passages, the Stacks favor agents who keep moving, and it's one of the best arenas for The Living Daylights scenario. Mines and rockets are moderately successful here (focus your attention on the entrances to the secret passages), but the Power Weapons will give you the most long-range bang for your buck.

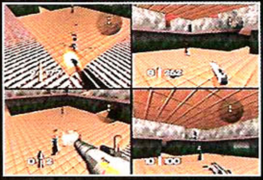
BASEMENT 007

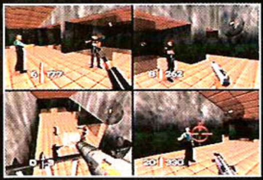
The Basement is small, but it's easy to get turned around in here. The Body Armor is at the center of the maze, so use it as a landmark. The pillars and alcoves can be used for cover and for ambushing, but beware of mines planted near weapon and ammo caches. Sidestepping and running at angles are essential down here, and you'd better get used to close combat.



SCENARIO: LICENSE TO KILL
GAME LENGTH: 5 MINUTES
WEAPONS: SLAPPERS ONLY!

A BIRD'S EYE VIEW IS BEST

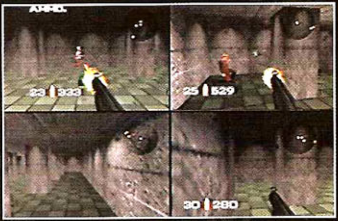


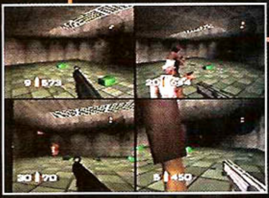


The best spots to set up ambushes are on the catwalks that ring the larger rooms and, if you're using the entire Library, in corners near the entrances to the Basement. Wait until your prey is at the center of a room (far from cover) before you fire. You can also place mines on catwalks above doorways.

INTO A CORNER

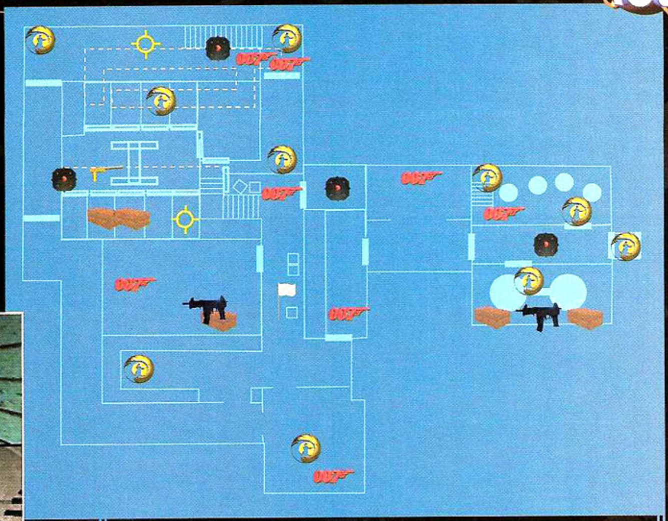
If your battle is confined to the Basement, these dead ends can be good and bad. If you're using guns only, just crouch at a dead end. If anyone pokes his or her head out, the auto-aim function will move your gun automatically and alert you. Explosive weapons, however, could spell trouble for you.





FACILITY 007

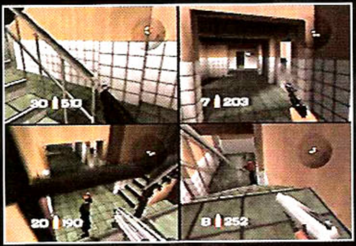
The compact Facility makes for short innings and high body counts, especially in a License To Kill match. After you've been defeated, always assume you'll pop back up right next to an opponent. If you're being chased, take the time to close a door behind you. This will delay your pursuer, and even if your opponent opens the door immediately, it will take them a moment to locate you again before aiming and firing.



SCENARIO: LICENSE TO KILL
GAME LENGTH: 10 MINUTES
WEAPONS: POWER WEAPONS

MERRY GO ROUND

One of the best tactics is to run around the halls at the northwest end of the Facility. Change directions a lot and dash up and down the stairs and through the restroom. This will keep your opponents off balance and give you the advantage. The balcony and the restroom stalls are good ambush positions.



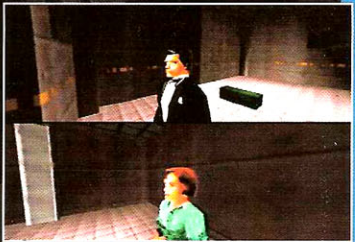
30 720
7 203
20 190
8 362

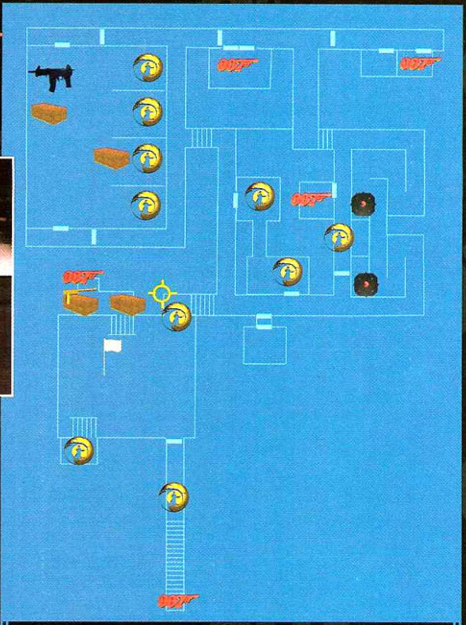
START POSITIONS
SELECTED WEAPON
AMMO
BEST AMBUSH POSITIONS
FLAG
GOLDEN GUN
MINE PLACEMENTS

CONFIDENTIAL

BUNKER 007

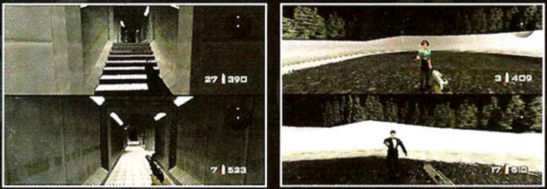
The Bunker is large and well-lit, making it a suitable training ground for novice agents. If you see on your radar that an enemy is on the other side of a door, stand to one side and face the door diagonally before you open it. Most combatants stand at the center of the doorway, hoping to fire the first shot as it opens. Chances are you'll be out of the direct line of fire, but you'll have the drop on your foe.





SCENARIO:	LICENSE TO KILL
GAME LENGTH:	FIRST TO 10 POINTS
WEAPONS:	PISTOLS

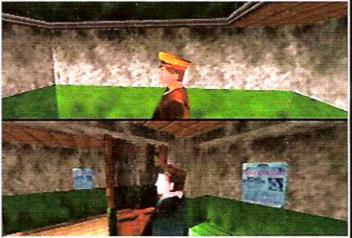
STAIRWAY TO DISASTER

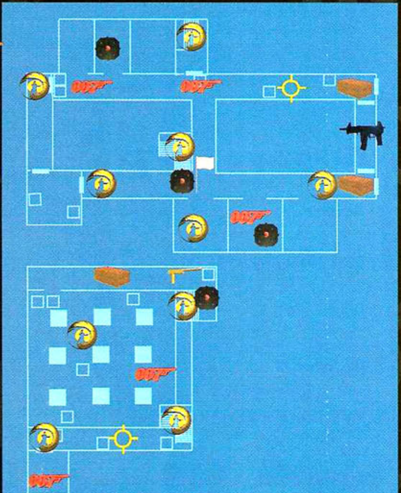


The alcove just below the stairway to the control room is a great vantage point to view the hall in front of you. If anyone peeks around a corner or from a door, you'll have a clear shot. For a change of pace, head outside for an old-fashioned, Wild West-style shootout with pistols at ten paces!

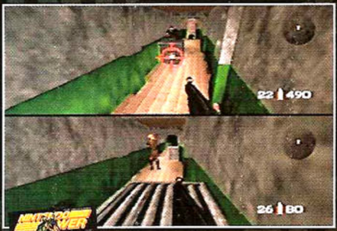
ARCHIVES 007

There are few places to run and hide in the Archives, so the action is fast and furious. The offices can be good places to take cover, but make sure the room has no crates or even a table in it. These objects will explode when shot, and they will regenerate quickly. Crouching and sidestepping will serve you well in this confined space.





SCENARIO:	NORMAL
GAME LENGTH:	FIRST TO 10 POINTS
WEAPONS:	POWER WEAPONS



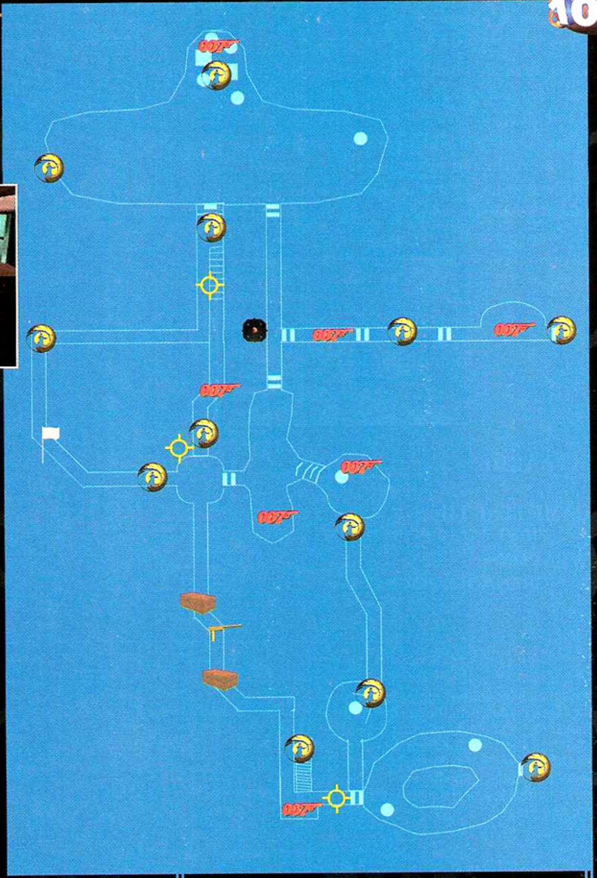
NOWHERE TO HIDE

It's better to keep moving than to stand your ground. You might think these crates will give you cover, but even the metal ones are highly flammable! You're better off running up and down the stairs to keep your opponents guessing. As in the Complex, it's hard to tell from the radar screen what level someone is on.

CAVERN 007

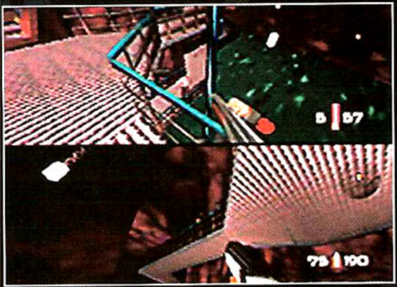
The Caverns are spread out with many separate or isolated sections, so be prepared to do a lot of running. Use the secret passage between the small cavern to the south and the main pump room to outflank your foes.

In the large chamber to the north, you can shoot at the walkway from the windows on the west side. Use a rocket and watch the fireworks!



SCENARIO:	**NORMAL**
GAME LENGTH:	**10 MINUTES**
WEAPONS:	**ROCKETS**

SNEAK AND PEAK



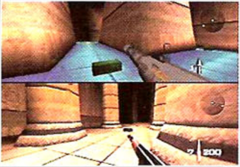
You'll spend a lot of time sneaking around on the walkways looking for your quarry. Though most agents feel pretty safe on the walkways, there are several spots where they don't run parallel, and you can target someone on the upper or lower level. The stairwells are also good ambush spots.

START POSITIONS
SELECTED WEAPON
AMMO
BEST AMBUSH POSITIONS
FLAG
GOLDEN GUN
MINE PLACEMENTS

CONFIDENTIAL

EGYPT 007

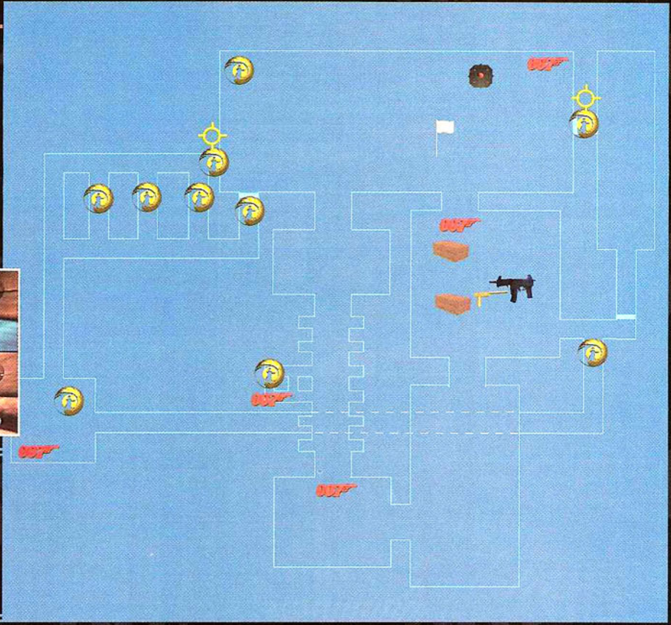
There's almost too much cover in the Egyptian temple. The pillars will interfere with your aim and force you to take the battle up close and personal. Some particularly nasty agents have been known to run along the upper western corridor, shooting or tossing grenades down the chutes at the lower pathway. If you don't center your throw perfectly, an explosive may bounce back and go off in your face!



SCENARIO:
2 vs 2

GAME LENGTH:
FIRST TO 10 POINTS

WEAPONS:
GRENADES/ROCKETS



VIEW TO A KILL

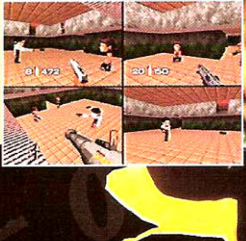
There's a high lookout at the west end of the large chamber to the north. The opening can be opened and closed, and it's tough to see from the floor. Open the door, chuck a few grenades out at your opponent and then immediately shut the door. The entrance to the passages is also camouflaged.

START POSITIONS 007
SELECTED WEAPON
AMMO
BEST AMBUSH POSITIONS
FLAG
GOLDEN GUN
MINE PLACEMENTS

CONFIDENTIAL

FROM
Q BRANCH

Looking for an advantage or just some fun options? Cheat options earned in the regular game can be used in the Live and Let Die Mode. Finish the regular missions within the target times shown on the briefing screens to earn cheats.



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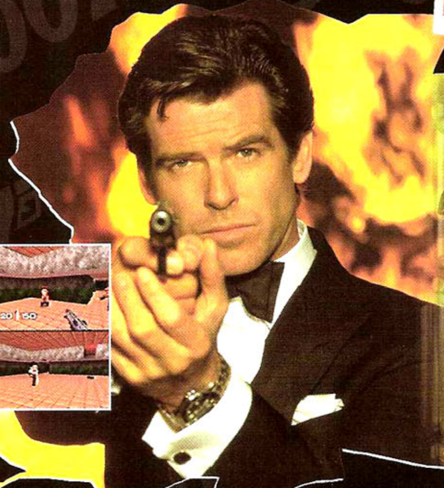
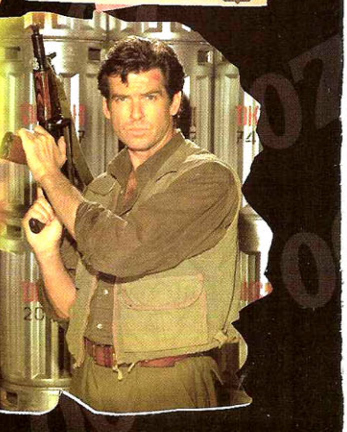
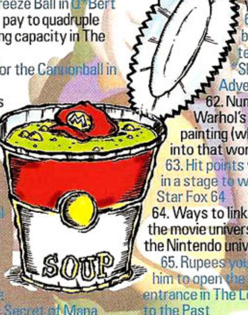




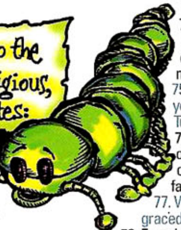
100 other Things that Equal 100

One-hundred is a number that means a lot to us (we're sort of partial to the number 64, too), and being 100 is an honor that we share with many prestigious, trivial or downright strange centenarians. Here are 100 of our favorites:

1. Number of times Luigi has been over looked to appear in a game
2. Number of coins that will earn you a Star in Super Mario 64
3. Price in Rupees of a Super Bomb in The Legend of Zelda: A Link to the Past
4. Number of Puzzle Rounds in Tetris 2 for the Super NES
5. Years since Edmond Rostand penned Cyrano de Bergerac (a big-nosed hero second to Mario)
6. The middle engine class in cubic centimeters for Mario Kart 64
7. Number of bananas you must collect to earn a free life in DKC, DKC 2 & DKC 3
8. Hit points Palom has when he joins your party in Final Fantasy 2
9. Total number of Power Bombs and Super Missiles in Super Metroid
10. Point value of a red money bag in Castlevania
11. Beats per minute in a healthy 5-year-old's pulse rate (rate skyrockets when playing the N64).
12. Minimum hit points to win a Star Fox 64 gold medal in Solar or Sector Z
13. Points per stage you must earn to play the extra level and bonus game in Super Mario World 2: Yoshi's Island
14. Cost of an opal in Lufia and the Fortress of Doom
15. Number of RDUs in each primary course of Blast Corps
16. Number of coins it takes to cover the Beetles Are Us initiation fee in Super Mario RPG
17. Dollar value of a water pump in SimCity 2000
18. Number of species of worm lizards (excluding Earthworm Jim)
19. Months since Operation Wolf was released for the NES
20. Amount of damage Gobi's EcoX spell causes in Breath of Fire
21. Approximate frequency in megahertz of VHF television
22. How many hit points strong Metal Gear's big boss is
23. Experience needed to raise weapon level by one in Secret of Mana
24. Trivia points you need to get 10 bonus attribute points in NBA Hang Time
25. Speed in km/h you must reach to turbo boost in Rad Racer for the NES
26. Donut Holes needed to earn an extra life in Power Piggs of the Dark Age
27. Approximate thousand of kilometers Phobos (the setting of Doom) is from Mars
28. Number of bones to buy a travel ticket in Prehistorik Man
29. Charges the Staff of Magus has in AD&D: Heroes of the Lance
30. Minimum number of enemies to destroy in Sector Y to reach to Aquas in Star Fox 64
31. Number of 1-Up Mushrooms Yoshi will give you in Super Mario 64
32. Cost in gold pieces for a ringside seat to watch a demon eat Spar in Breath of Fire II
33. Years since Alexander Graham Bell introduced the desk telephone (where would the Game Play Counselors be without it?)
34. Consecutive jumps you must perform to get the Super Jacket in Super Mario RPG
35. Point value of a Freeze Ball in Q*Bert
36. Rupees you must pay to quadruple your bomb carrying capacity in The Legend of Zelda
37. A perfect score for the Cannonball in PilotWings 64
38. Poundage of Bass Masters Classic's strongest line, the Monster Tri-Filament Iron Mesh Day-Glo



39. Price in GP of Heal in Final Fantasy 2
40. Number of levels in Bubble Bobble for Game Boy
41. Amount of HP the candy restores in Secret of Mana
42. Thousand of square miles the Kalahari (not Kalimari) Desert spans
43. Hit points a dog biscuit will replenish for the dog in Secret of Evermore
44. Admission price in dollars to the secret maze in Legend of the Mystical Ninja
45. Number of Lemmings in Fun Level 8 (among many other levels in Lemmings)
46. Length in yards of an American football field
47. Number of times you've accidentally walked off a cliff in Star Wars: Shadows of the Empire
48. Type of Hand Slap that E. Honda from Street Fighter II: The World Warrior will unleash if you press X, Y or L repeatedly
49. Minimum racing time in seconds to win a gold medal on Neptune in Blast Corps.
50. Times you've been told, "Stop playing Nintendo games and come to dinner!"
51. The maximum percentage in Donkey Kong Land 2: Diddy's Kong Quest
52. Value of a diamond in Darkwing Duck
53. Gold pieces you must pay Morgan before he'll dig a tunnel to Decatus in Tecmo Secret of the Stars
54. Gold pieces you earn by selling two Harvest Moon eggs
55. Points you'll earn by passing through a second consecutive ring in Wave Race 64's Stunt Mode
56. Years since H.G.Wells wrote the Invisible Man (inspiration for Mario's Vanish Cap?)
57. Price in Nuyen to buy a Slap Patch in Shadowrun
58. Gold pieces you must pay to climb the Throne of Immortals in Paladin's Quest
59. Dollar value of a gift in SimCity
60. Maximum percentage a Berserk will boost your health in Doom 64
61. Coins you must pay before the hermit will teach you how to "Shove" in Super Adventure Island II
62. Number of cans in Andy Warhol's 1962 Campbell soup painting (what if Mario jumped into that work of art?)
63. Hit points you must accumulate in a stage to win a bonus Arwing in Star Fox 64
64. Ways to link Kevin Bacon (center of the movie universe) to Mario (center of the Nintendo universe)
65. Rupees you must pay Kiki to get him to open the Palace of Darkness entrance in The Legend of Zelda: A Link to the Past
66. Number of stars you need for an extra trip to the mall in Barbie Game Girl
67. The level that contains the fake ending in Bubble Bobble for the NES
68. Minimum length in yards of a soccer field
69. Number of coins to earn an extra life in Super Mario World 2: Yoshi's Island
70. Number of levels in Bust-A-Move
71. Defense Power of Moon Armor or Moon Shield in Lagoon
72. Points you earn for doing a spin in 720°
73. Years since the first American comic strip; "The Katzenjammer Kids" debuted (paving the way for "Howard & Nester")



74. Number of legs a centipede has (actual number may vary, depending on how well you've mastered the Game Boy game)
75. Number of Life Force icons you must find to get a free life in Turok: Dinosaur Hunter
76. Estimated million dollar loss of Cutthroat Island at the box office (the Game Boy game fared considerably better)
77. Weeks since Yoshi's Island graced the cover of Nintendo Power
78. Fortnights since Star Fox appeared on the cover of Nintendo Power
79. Power Crystals you must collect to increase your Life and Power Meters in Captain America & the Avengers
80. Sexenniums since Johann Gutenberg (inventor of moveable type making the printing of NP possible) was born
81. Number of MP the Storm spell uses in Paladin's Quest
82. Percentage decrease in magic power the Gloom Guard gives you in Lufia and the Fortress of Doom
83. Approximate running time (in minutes) of the Super Mario Bros. movie
84. Approximate number of people who ran to a theater to see the Super Mario Bros. movie
85. Weeks since Mortal Kombat 3 hit the stores
86. Decibel level of heavy machinery (like the equipment used in Blast Corps)
87. Number of levels in Push-Over
88. Point value of a Blue Star in Dash Galaxy in the Alien Asylum
89. Number of tasks any NP staff member has to do in a given day
90. Points to earn an extra life in Michael Jordan: Chaos in the Windy City
91. Dollar value of the Graphite Gung Ho rod in Bass Masters Classic
92. Average number of e-mail letters Player's Pulse receives in a day
93. Number of enemies you must defeat to win temporary invincibility in Super Mario Land 2
94. Number of stars you must collect to play the bonus game in Super Mario World
95. Attack Power of the Rune Axe in Final Fantasy 2
96. Loyalty of a Sworn Brother or Sister in Bandit Kings of Ancient China
97. Years before Morphs take over Neo New York in the future world of X-Kaliber 2097
98. Points you earn by destroying a Grunt in Robotron 64
99. Points you score for matching your clothes in the dressing room of Barbie Super Model!
100. Shopping days until Christmas

A special 100 thank-yous to Mary Ann Brown, Jean Crothers, Dave Devey, Walter Oelwein, and Greg Wallace.

NINTENDO POWER
EARTHWORM JIM

100 BEST CODES EVER

From 1-Ups to power-ups, from big guns to big heads, we've seen all sorts of codes for all sorts of games over the 100 installments of Classified Information. We've dug down deep into our CI archives and come up with 100 of the best codes, in our admittedly biased opinions, we've ever featured.

While we resisted the urge to rank the codes (and thus avoided many Nerf fights in the process), we've listed the ten codes that we think deserve special recognition first. They all are "firsts" in their categories or had significant impact on gaming trends. The rest of the best appear on the following pages in no particular order. Many deserving codes didn't make the cut due to limited space, but we tried to select a representative sample of cool, unusual and just plain fun codes from many different categories. Note: In this article, Control Pad/Stick directions have all been spelled out, and L and R refer to the L and R Buttons.

THE KONAMI CODE

Numerous Games

NES, Super NES, Game Boy

This is possibly the most famous code in gaming history. With Konami classics like Contra, Lifeforce and Gradius for the NES and Nemesis for the Game Boy, you could get extra lives or full weapons by pressing Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start on the title screen or while the game was paused. Konami later threw players a curve with Gradius III for the Super NES. The L and R Buttons on the Super NES controller were a new thing then, so Konami rewrote the code to use L and R instead of Left and Right. If you used the old code, your ship would self destruct!

THE MINUS WORLD

Super Mario Bros.

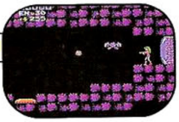
NES

The Minus World was the result of a quirk in the SMB program, not a planned secret stage, but its very existence surprised and delighted players. To reach it, stand on top of the pipe in World 1-2 that takes you to the flag pole. Break the 2nd and 3rd ceiling bricks from the right. Face left and jump up. Hit the back of your head on the left side of the brick next to the pipe. If you hit it just right, you'll be pulled through the wall. Quickly jump into the left pipe to reach the Minus World, from which there is no escape. If you wait too long, you'll warp to World 4 instead.

THE JUSTIN BAILEY CODE

Metroid

NES

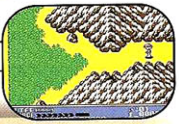


Whoever Justin Bailey was, we can thank him for one of the first and still one of the coolest weapon codes ever. Enter "JUSTIN BAILEY" as your password, with all dashes on the second line. You'll start the game with 6 Energy Containers, 255 Missiles and the Wave Beam. In addition, Kraid and Ridley will be defeated, and Samus will exchange her armor for a spif new costume.

THE WILD WARP CODE

Crystalis

NES



RPG and adventure game codes tend to be less overpowering than action game codes, adding new dimensions to games but often leaving a lot of the challenge intact. The Wild Warp code is a notable early example. By holding A and B on Controller I and pressing A on Controller II, you can warp to one of 16 locations in the game. Be warned: if you use the code in the Final Tower, you won't be able to reenter the tower and finish the game.

ZELDA'S 2nd QUEST

The Legend of Zelda

NES

Hardy warriors who completed The Legend of Zelda were happy to discover that the end of their adventure was merely the beginning of another: the 2nd Quest. Players were even more pleasantly surprised to find they could access this rearranged and tougher version of the game by entering "ZELDA" as their password. Together with the Minus World, the 2nd Quest fired players' imaginations and drove them to scour all their games for hidden levels and gaming treasures.

THE FIRST OF MANY

Super Mario Bros.

NES

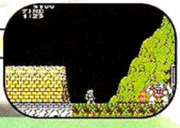
SUPER MARIO BROS.
1 PLAYER GAME
2 PLAYER GAME

Super Mario Bros. was among the first batch of NES games, so it was only appropriate that it contain the first continue code. Though the code wasn't officially published for a long time, Mario fans found they could continue their games as long as they did not turn off their control decks. When your game is over, simply hold A and press Start on the title screen. If the SMB programmers only knew what this innocent little code would spawn in the years to come!

GALLOPING GHOSTS

Ghosts 'N Goblins

NES



Not only was Ghosts 'N Goblins one of the first games to have a stage select code, it was one of the first to truly need one! To start your game on a selected stage, first hold Right and press B three times. Press Up and release. Press B three times. Press Left and release. Press B three times. Press Down and release. Press B three times. Press Start to make a number and a letter appear in the middle of the screen. Now press A and B to select a stage number and press Start.

HE'S ON FIRE!

NBA Jam

Super NES

These days, players tend to think of codes as an integral part of game play, rather than as an extra feature, and one game that helped spark this trend on the Super NES was NBA Jam. Jam was crammed to the nosebleed seats with great power-up codes, and we chose this one as a worthy representative. First begin a normal game. On the "Tonight's Match-Up" screen, press any button seven times, and then hold B, Y and Up until the game starts. Your player will be "on fire" throughout the game.

BIG HEAD

NBA Hangtime

N64

Most recent basketball games lean toward "fantasy" play, with 50-foot jams and tons of power-up codes. When the first big head codes popped up, they were an unexpected and hilarious addition to the usual tricks, reminding us that these games are, after all, about having fun. To activate your big heads, press Up on the Control Stick, Turbo and Pass as you enter the Match-Up screen. Here's a bonus: For a really huge noggin, press Up, Up Pass and Turbo on the Match-Up screen.

REPTILE REVISITED

Mortal Kombat

Super NES

SONYA
SUB-ZERO
SONYA WINS

Early fighting games weren't very code-oriented, but things changed after the Mortal Kombat series picked up steam. To fight against Reptile, the first of many mysterious ninja in the MK universe, play the game with any character on any difficulty level. When you're in The Pit stage, get a double Flawless victory without using Block and then execute your Finishing Move. You'll now begin a match with Reptile.

NES

GOING ASTRO-NUTS

Solar Jetman

This code provided intrepid explorers with 10 extra lives and 10 extra space pods, making it one of the more generous codes of its day. Enter a Q on every space as your password. You'll see four lives/ships on screen, but you'll really have more. You'll begin on Planet 10, and you can go to Planet 11 immediately.

NES

NINJA SOUND

Ninja Gaiden II

The Ninja Gaiden series had some of the first sound tests, and this was one of the more interesting ones. While holding diagonally Up and Left, A, B and Select, press Reset and then Start. While still holding, let the title screen appear and fade. Press Start when the screen is blank. Let the title screen reappear and fade. When it comes back, press Start twice. A picture of Ryu and Irene will appear. Use the Control Pad, A and B to sample the music.

NES

NO EJECTION SEAT?

Spy Hunter

With its jazzy soundtrack and cool gadgets, Spy Hunter was a big hit in the arcade and on the NES. On the title screen, hold A, B, Select and the center of the Control Pad and press Start. You'll begin the game with all the weapons installed and 10 cars in reserve.

NES

LOADED FOR BEAR

Kid Icarus

Kid Icarus was an early action/adventure blockbuster for the NES, and trying to finish it often induced much gnashing of teeth and cries of, "I've fallen again!" Enter ICARUS FIGHTS MEDUSA ANGELS as your password to begin on Stage 2-4, to be invincible and have an unlimited supply of feathers.

NES

MONEY MAKER

Final Fantasy

If there's a universal truth for RPGs, it's that you'll have to bust some monster heads to earn a living. If you're looking for a less strenuous job, though, climb aboard the ship, hold A and press B 55 times. This brings up a puzzle game. Arrange the numbers in order to win 100 gold pieces!

NES

DOUBLE TROUBLE

Double Dragon II

Before tournament fighting games, side-scrolling street fighting games were all the rage, with the Double Dragon series at the head of the pack. To begin the game with up to seven lives, start a "2-Player B" game and clear the first screen of enemies. Now knock out the other character to take all his extra lives. Unsporting, but effective!

NES

TRIPLE THREAT CODE

Legacy of the Wizard

Multi-part codes are no big deal now, but this combined sound test, free armor and extra life code was pretty heady stuff way back when. First input the enable code. Press and hold diagonally Up and Right, A and B on Controller II on the title screen. Now hold diagonally Left and Down and Select on Controller I. While holding, press Start on Controller I. You should hear a tone and be taken to the start of the game. To try the sound test, move the cursor to the painting on the wall of the house. Press A on Controller II to change soundtracks. If you're broke but need armor, choose Roas (the boy) as your character. Go to the shop in the first tree to the left of the house. Select the Crystal and then go back home. You'll receive armor (which the shop doesn't even stock) for free! Once you have the armor, you can also get extra lives. Have Roas don the armor and step outside. Let his magic run out and then go back inside. Put the tip of the cursor/finger on the eye in the painting. While holding B on Controller II, press and hold Left on Controller II and Right on Controller I simultaneously. If the finger moves, move it back and start again. While still holding these three buttons, press A on Controller I 16 times. Now enter a password or start a game as normal. You'll have a whopping 128 lives and 16 of almost every item!

NES

CONTINUE CODE PLUS

Adventure Island II

This continue code was unusual for allowing you to keep all the items you collected. In the first cave on the first island, jump up and down after the 5th skull to find a secret room and the Hudson Bee icon within. With that in hand, hold Left and press Start when your game is over.

NES

LEFT-HANDED PLAY

Lee Travino's Fighting Golf

Golf games aren't particularly scarce, but codes for them are. To switch from a right-handed player to a left-handed one, hold Left as you select your character. This seemingly simple change will transform the game play dramatically!

NINTENDO POWER

EXTRA LIFE ACROBATICS

NES

Super Mario Bros. III

While SMB had a continue code, later SMB games focused on clever game play strategies for earning unlimited 1-Ups. In World 1-2, find the first T-shaped pipe formation. Goombas will be spilling slowly out of the pipe. Using your racoon tail to float, bop Goombas on their heads one after the other without touching the ground. From the 9th hit on, you'll earn 1-Ups.

ITEM MORPH

NES

**Might & Magic:
Secret of the Inner Sanctum**

Looking for that particular sword or shield? This code will change any item into another at random. Fill all the spaces in the leader's pack, with the 6th item being the one you want to change. Select Use and choose the leader. Press A when Equip appears. Select an empty space and press B. The change can be performed as often as you like. The Flaming Club, however, will disappear or become a useless item, and other items may lose their magical properties.

EXTRA CAR ROULETTE

NES

Super Spy Hunter

Super Spy Hunter came with a factory-installed extra car code that was fun and unpredictable. While holding Select on the title screen, press Start to make a numbered bar appear. Press A to start it spinning. Whatever number the bar stops on is the number of cars (up to 13) you'll have.

SOUPED-UP TURTLES

NES

**TMNT III:
The Manhattan Project**

Several code types eventually merged and evolved into configuration ("config") codes, which usually gave players a menu of various options. On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A, B and Start. (It's not the Konami code, but it's close.) Select your turtle to go to the config screen, which includes a stage select, difficulty level setting and more.

OCTOBER SURPRISE

NES

The Hunt for Red October

The Hunt For Red October was not a big hit, but its codes were significant for actually changing the mechanics of the game. To turn the scrolling off, pause the game and press Up, Up, Down, Down, Left, Left, Right and Right. To turn the inertia off so the sub stops on a dime, pause and then press Up, Down, Left, Right and Select. Repeat to change things back.

TOP TEAMS

NES

Baseball Stars

Baseball Stars was a cult hit for years, and its hidden team codes (two of the earliest) only enhanced the game. To create a powered-up team, go to the Make Team screen and move the cursor Down, Right, Left, Down, Down, Right and Up. The cursor should be on Balanced Team. Press A to make the message "When Isn't It?" appear. Change the message to, "When It Is." Be sure to include the period. To create a powered-up women's team, go to the Make Team screen and move the cursor Down, Right, Left, Down, Down, Right, Up, Up, Down, Up, Down and Up. The cursor should be on Veterans. Press A to make the message, "What Is A Wren?" appear. Change it to, "A Bird." The message, "When Isn't It?" will appear. Enter, "When It Is."

IT'S A KNOCKOUT

NES

Punch-Out!!

You might be expecting some sort of power punch code, but this classic bruiser included a code for accessing a rearranged boxing circuit. Type in "1 3 5 7 9 2 4 6 8 0" as your password but don't enter it. With the cursor on the zero, hold Select, A and B simultaneously to start Another World Circuit.

TAG TEAM

NES

WWF Wrestlemania Challenge

We didn't want wrestling fans to feel left out (and there are a lot of you out there), so here are two tag team sneak attack codes. At any time during a tag team match, you can bypass the rules by holding A and Select simultaneously or B and Select simultaneously. Your partner will either help you in the ring or attack your opponent's partner outside the ring.

PENNANT RACE

NES

Bases Loaded

The three big sports game code categories are: player power-ups, hidden teams and championship series or games. This last category is well represented with this classic code, one of the first of its kind. Select the Pennant mode and enter "JAELECO" as your password. You'll jump to the last game of the pennant series between New Jersey and New York.

NINTENDO POWER
STARGATE

ICY ACTION

NES

Ice Hockey

This pioneering hockey title included two of the very first codes that changed the mechanics of a game and forced players to re-adjust their whole way of playing. On the title screen, while holding A and B on both Controllers, press Start on Controller I. This makes both goalies disappear. To create a frictionless puck that bounces around at hyper-speed, first press Start to begin a game. Select speed, teams and time. While holding A and B on both Controllers, press Start on Controller II.

MIRROR, MIRROR

NES

Tecmo Bowl

Hidden special teams are almost required these days, but back in 1989, players were wowed with being able to pit a team against itself. Enter 9C3F7FA5, 63AEFFA5, 697BFFA5, 46AFFDAB or CCAFF7AD as your password. You'll hit the field with mirror images of San Francisco, Dallas, Chicago, Miami or Denver playing against themselves.

MYSTERIUM MADNESS

Game Boy

Mysterium

Codes are, overall, curiously rare in Game Boy games, but here are two interesting ones for a sleeper adventure game. To warp through the floor and down the next level, call up the Map and then press B, Select and Down simultaneously. To fill up your inventory with weapons and other items, go to the Map screen and press B, Up and Select simultaneously.

HAT TRICK

Game Boy

Wario Land:
Super Mario Land III

Not to be outdone by his rival, Wario had a game and a config code of his own. Pause the game and press Select 16 times to make a cursor appear. While holding A and B, use the Control Pad to move the cursor to highlight your number of lives, coins, hearts, etc. Press Up and Down to max them out. Press Start to return to your game. If you place the cursor on the Wario face (the lives icon) and then return to the game, you'll also receive a better hat.

SKETCH BOY

GameBoy

R-Type

A weapon code we expected, but not a sketch program! On the high score screen, press Left, Down, A and B simultaneously to make the "De Souza Editor" program appear. Press Start to begin. Move the cursor with the Control Pad. Hold A and move the cursor to draw, and hold B and move the cursor to erase.

SUPER SHIPS

Game Boy

Power Mission

Sim/strategy games are truly a rare breed on the Game Boy, so we were surprised to find this code to power up your fleet at any time. First choose your formation and end your turn. Don't carry out any battle plans. While the enemy fleet is moving, press and hold Left, Select and B. When it's your turn to move, your fleet will be at 99 hit points.

BORDER CODE

Game Boy

Mario's Picross

This is the only code we know of so far written specifically for the Super Game Boy. On the title screen, hold any direction on the control pad and press Start. Keep holding the Control Pad until the screen border color changes. Depending on the direction held, a different color border will appear. You can choose from any Play It Loud series colors, including the Clear design!

MOVIE MOGUL

Game Boy

Q*Bert

Here's an unusual one for the Game Boy. To string all the animated sequences together into a mini-movie, press Right, Up, B, A, Down, Up, B, Down, Up and B on the title screen.

LEGAL TENDER

GameBoy

NBA Jam: Tournament Edition

The current b-ball code craze has spread to the Game Boy, too, and here's one of the better examples. On the Match-Up screen, press Right, Up, Down, Right, Down and Up. If done correctly, "Goaltend" will flash on screen before the game starts, and you'll be able to goal tend without drawing a foul.

KIRBY'S CONFIG CODE

Game Boy

Kirby's Dream Land

The buff cream puff was given a config code of his own in his first Game Boy adventure. On the title screen, hold Down, B and Select simultaneously. Use the Control Pad to select different options and change them. Highlight "Sound Test" and press A to sample the audio effects.

LITTLE, BAD & UGLY

Game Boy

Killer Instinct

Tourney fight fans aren't content to fight against hidden or boss characters, they want to fight as them. To become the awesome Eyedol, first choose any character on the player select screen. On the versus screen, hold Right and press Select, Start, B and A.

FANTASY SOUND

Game Boy

Final Fantasy Legend

We were sorry to see the FF series fade from the Game Boy's screen, but you can relive its magical sounds with this code. On the title screen, press and hold Down, Select and A for about 5 seconds to access the sound test. You can hear even more sounds if you have a party that's level 58 or higher. On the title screen, select Continue and highlight any save files that have a party at level 58 or above. Press B. Now hold Select, B and Start.

SPECIAL MODES

Game Boy

Shanghai

To access special game modes and the credits, begin a game and then press Select for the options menu. Select New Game and press A to call up the password option. Enter ZAP (adds zap sound effect), STF (see credits), MAN (easy game), or REV (reversed tiles) as your password.

LINK'S HIJINKS

Game Boy

**The Legend of Zelda:
Link's Awakening**

No code compilation would be complete without a couple of the many gems from this Game Boy superstar. The first is a handy warp. When you find an obstacle you can't pass, go back to the left or right one screen. Stand on the edge of the screen. Just as you reenter the screen with the obstacle, press Select. With luck, the map will appear. When you return to the game, you'll be past the obstacle. If you get stuck, reset and try again. The second is an odd trick using the Rooster. Throw the Boomerang. Pick up the Rooster before the Boomerang comes back. You'll float safely above as the Boomerang whirls below, defeating any enemies it touches. (What's with this game and poultry, anyway?)

TEAM NINTENDO

Super NES

Super Soccer

Nintendo's first 16-bit soccer game. Our players on the field. Need we say more? Select Exhibition Mode and start a 1P vs 2P match. On the Team Select screen hold Start and press B on Controller II. That team will become Team Nintendo. Select a team for Player 1 and head out onto the pitch!

TOP SEED

Super NES

Super Tennis

Here's one of the first codes for a Super NES, which will give your chosen player incredible speed and power. On the select screen, highlight your player and press L five times, X, R seven times and X on Controller II. You'll be the top player in the world in no time!

HIDDEN JAMMERS

Super NES

NBA Jam

NBA Jam used lots of hidden fantasy players, like President Clinton. To play as the Prez, start a Head-to-Head or Team game and go to the Initials screen. Enter A and R as your first two initials, and then place the cursor on K, but don't enter it. While holding L, R and Start, press X.

JAM FROM ANYWHERE

Super NES

NBA Jam: Tournament Edition

As "fantasy" basketball games took off, so did their game play and codes. The emphasis has been on stratospheric jams and nearly god-like abilities, and this code delivers big time. Press Left, Right, A, B, B and A on the Match-Up screen. If "Powerup Dunks" appears at the beginning of the game, you'll be able to dunk from anywhere on the court.

NINTENDO POWER

Super NES

PRO PLAY

NBA Live '96

While humorous fantasy players are big now, some folks still prefer match-ups with real-life pros. Select the Edit Players option from the Roster Setup menu. Highlight one of the players and press B. Choose a name from this list and enter it: Bird, Jabbar, McHale, Chamberlain, Maravich or Stackhouse. The player's picture and stats will change to match the pro you've named. Use the Trade Players option to get him on your team.

Super NES

FILET OF BASS

Bassin's Black Bass With Hank Parker

Just the fact that there even were bass fishing codes made us pause, so we figured we had to include them. While holding X and Y on Controller I and A and B on Controller II, turn your Control Deck on. "Debug Mode" should appear on screen. To adjust fishing conditions, first go to the Boating screen. Hold A on Controller II and go to the Casting screen to see the options. To catch fish instantly, go to the casting screen and press Y (random fish) or Up (lunker) on Controller II. To speed up time, go to the Boating screen and press X on Controller II.

Super NES

SPECIAL TEAMS

NHL '96

Just to give the sport some recognition, here's a special team code for NHL '96. When the demo starts, hold Select and tap L and R rapidly. Press Start when the puck comes to a stop. Continue to hold Select and tap L and R until you hear a voice say, "Kayrog." This enables the High Score, EA Sports, Tiburon and Bus Drivers teams in Practice and Exhibition modes.

Super NES

HOMERS AT NIGHT

Ken Griffey Jr.'s Winning Run

There are usually far fewer home runs in a baseball game than dunks in a basketball game, but you can change all that. In a two-player game, pause the game when you're at bat and press B, Y, B, Y and Select. If you hit a fair ball during this at bat, it will count as a homer! If you're in an outdoor stadium, pause the game and press Select, Down, A and Y. Now return to the game. Once the game view changes, day will turn into night or night into day.

Super NES

EXTRA SKILL POINTS

International Superstar Soccer Deluxe

The world's game certainly deserves attention, and it's well represented with this code. Select a team and game options. On the final options screen, select the Edit Player Skills option. Distribute all the skill points you have. When you run out, highlight Cancel and press Y. You'll now have more points in reserve, equal to the number you started with.

Super NES

METAL CLUBS

Hole-In-One Golf

This early 16-bit golf game showcased the Super NES's Mode 7 scaling abilities, and you'll be able to showcase your driving abilities with a set of metal clubs. Just enter "METAL-PLAY" as your name, with the dash as a space.

Super NES

UPSIDE DOWN GAME

Super Slapshot

We expect video basketball players to defy the law of gravity, but now hockey players have gotten into the act. Enter ".SCH-.R" as your password. The dash is a space, and be sure to include the periods. Begin an Exhibition or Tournament game. All players will be upside down!

Super NES

WORLD WRESTLING WIMP

WWF Raw

Turn your opponents into wrestling weenies by simultaneously pressing Right, Y and B four times on the copyright screen. You'll be able to knock down anyone with just two hits. This is a tough code to do, but it's worth the price of admission.

Super NES

SUPER SQUADS

Madden '96

Of course, basketball games don't have a corner on team codes. Select the Play Now option and highlight the Carolina Panthers. Press L, Y, B, R, A, R and Y to change them into the NFLPA team. If you highlight the All-Madden team and press B, A, L, L and Select, you'll get the EA Sports team.

NINTENDO POWER
DONKEY KONG LAND

Super NES

TWIN FIGHTERS

Street Fighter II

Street Fighter II marked the big shift from side-scrolling to tourney fighting games. With this code, two players can use the same character and prove who really is the better fighter. After "Licensed by Nintendo" fades away and just as the music begins, press Down, R, Up, L, Y and B before the Capcom logo fades. If you enter the code correctly, you'll hear a tone, and the background will change to blue.

Super NES

TURBO TIME

Street Fighter II Turbo

After the initial success of SFII, players clamored for more speed and play options, and their cries were answered with SFII Turbo. Let the demo run until the word "Turbo" appears. On Controller II, quickly press Down, R, Up, L, Y and B before the title Screen comes into full view. If you enter the code correctly, you'll hear a tone. You'll now be able to dial up the speed to 10 stars, rather than to the usual 4 stars. To access a special move config screen, enter Vs. mode. When you reach the Stage Select screen, press Down, R, Up, L, Y and B on Controller II. You'll hear a tone and a new sub-screen will appear. Use the Control Pad to highlight special moves and press Y and B to turn them off and on. If either code fails, press Reset and try again.

Super NES

IT'S NOOB-ULAR

Mortal Kombat II

Along with MKII came more characters, more moves, more fatalities and, of course, more codes. To warp to a match with Noob Saibot, go to the character select screen and press Left, Up, Down, Down, Right and Select. To extend the time you have to execute a Fatality, press Up, Up, Left, Up, Down and Select on the character select screen. If you enter either code correctly, you'll hear a "swishing" sound.

Super NES

WEAPON SELECT

Super R-Type

On the title screen, after you choose a difficulty level, press Down, R, Right, Down, Right, Right, Down, Right, Down and Down. Press Start to begin. Now pause your game at any time and press R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right. The next two buttons you press will determine which weapons you receive. First press A (laser), B (ground laser), Y (wide laser), R (bomb) or X (reflect laser), and then press A (homing missile) or X (air-to-surface missile).

Super NES

WHERE THERE'S SMOKE...

Ultimate Mortal Kombat III

In the penultimate MK for the Super NES, players finally had a chance not only to fight against the hidden characters, but to fight as them as well. To enter Kombat as Human Smoke, first select Robot Smoke as your character. Press and hold Back, High Punch, High Kick, Block and Run until the match begins.

Super NES

FINAL OPTIONS

Final Fight

Side-scrolling action Paks seem to have joined Pong in that great discount bin in the sky, but a lot of us still have fond memories of greats like Final Fight. To reach the secret option/config screen, hold L on the title screen and press Start. The Extra Joy option lets you execute a super move by pressing A, but it will use some of your energy.

Super NES

YOUR FATHER'S LIGHTSABER

Super Star Wars

An entire generation of Star Wars fans grew up wishing they could have a lightsaber, and when we found this code, it was the fantasy come true. When the game start screen appears, press Y, Y, X, X, A, B, X and A. You will now have unlimited use of the lightsaber, which is "not as random or as clumsy as a blaster."

Super NES

THE FORCE WILL BE WITH YOU

Super Empire Strikes Back

This more recent Triple Threat code gets our vote as one of the best weapon/config codes of all time. First input the Ultimate Power code to give you all the Force Powers and unlimited Thermal Bombs, and to enable the other codes. On the game start screen, press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y and X. If you enter the code correctly, you'll hear Darth Vader say, "Impressive." Now start your game before the demo begins. Once the Ultimate Power code is activated, press L and R on Controller II at anytime during the game to access the Debug menu. You can change your stage, lives health, weapon and more. To become invincible in side-scrolling stages, hold Select, A, B, X and Y, and then release them simultaneously.

NINTENDO POWER

Super NES

FAST FRIENDS

DKC 2: Diddy's Kong Quest

Diddy and Dixie get the nod for having two of the more original codes we've seen, which alternately increase and decrease the game's challenge. Start a new game file and press Down until the Cheat Mode option appears. Highlight it and press B, A, Right, Right, Left, A and X. If you hear Dixie giggle, the code has been entered correctly. This code takes out all the DK Barrels in the game. If you want to start a game with 50 lives instead, highlight the Cheat Mode option and press Y, A, Select, A, Down, Left, A and Down. If you enter both codes, you'll enable both effects, plus you'll start every stage with Diddy and Dixie, no matter if you lost one of them by the end of the last stage.

Super NES

BUG HUNT

Alien 3

Of all the side-scrolling action games based on movies from the past few years, some NP staffers think that Alien 3 was second only to the Star Wars series, and its weapons code rocked. At any time during the game, press A, B, Y and X on Controller II, then press A on Controller I. A "1" will appear in the top left corner under the weapons info. The number tells you which option you've activated. If you'd like a different option, press A, B, Y, X on Controller II, then press A to add 1, B to add 2 or X to add 4 to the number. The options are as follows: 1 or 3 = invincibility, 2 = no damage, 4 = all weapons, 5 or 7 = weapons and invincibility, and 6 = weapons and no damage.

Super NES

WORMY CODES

Earthworm Jim 2

Earthworm Jim 2 was a rare title that combined a crazed sense of humor with some of the best platform action this side of your Uncle Bubba's barnyard. Now you can partake of Jim's bovine hilarity with this handy config code. Pause the game and press Select, Left, Right, A, X, X, Left and Right. Use the Control Pad and the Y Button to select stages and activate the map view cheat. To return to the game, highlight "Sound Effects" and press Start. To collect enough worms to play all the wacky bonus games, pause and press A, B, A, B, A, B, A and B. Press Start to resume.

Super NES

SHOW ME THE MONEY!

Sim City

Sim City is the grand daddy of video sims, and you can use this code to generate nearly a million bucks out of thin air. Spend everything you have, making sure to build at least one thing that requires funding, like a Police Station. Lower all funding levels and taxes down to 0%. When the year ends and the tax screen appears, hold the L Button and choose the Go With Figures option. Press X twice to flip to January. Enter the tax screen and increase funding levels to 100%. Your funds must be zero or less at this point. Exit the tax screen and release the L Button.

Super NES

ULTIMATE STAGE SELECT

Populous

With 989 different worlds to conquer, Populous is a natural for a stage select code. While the game is paused, hold L and press A. Release both buttons. Hold R and press Y, B, X, A and Select. Release R and activate the Armageddon icon. Move the hand cursor to the globe and activate it. Select "Conquest" and press A. Press X and B to scroll through the worlds. Find the world you wish to conquer and press A to begin. This code works in Conquest mode only.

Super NES

ITEM DUPLICATE

Final Fantasy II

This duplication code may make it impossible to finish your current game, but it's great to tinker with. Equip the item you wish to copy and enter battle. Select the Item option of the person holding the item. Scroll down to a blank space on the list and press A to place a glove there. Highlight the item to be copied and press A. Press B to exit. Hold L and R to retreat. Go to the subscreen, select Equip and choose whoever has the item. The item will have moved. Highlight the space it used to occupy and press A. Select the item and press A. You'll now have two copies of the item!

Super NES

KOBAYASHI MARU TEST

**Star Trek:
Star Fleet Academy**

This game wasn't a huge hit, but it was true to the spirit of Star Trek, and this code is significant for portraying events only hinted at in several of the films. Start a new game and go to the Name Select screen. While holding L, R and Select, press A, B, A, B, X, Y, X, and Y. Choose Capt. Kirk. If you reach the final exam as Kirk, you'll be able to hail the Klingon vessels and save the Kobayashi Maru. If you do interrupt play and resume the game with a password, type in your password but don't lock it in. Enter the code again, release all buttons and press Select to resume play as Kirk.

Super NES

MEGA MAN FIGHTER

Mega Man VII

We couldn't resist this special password that pits Mega Man against Bass in a Street Fighter-style match. Type in 1415, 5585, 7823 and 6251 as your password. While holding L and R, press Start. If you don't hold L and R, you'll enter a normal game, but you'll have all items.

NINTENDO POWER

Super NES

CODE HUNT

Looney Tunes B-Ball

Serious hoopsters may look down their noses at this game, but it really captured the spirit of the old WB toons and combined it with pretty good b-ball action. In addition, it had a Code Hunt screen that told you if a given controller sequence was a code or not. Two of the best codes were Earthquake (Up three times and Turbo) at 30 cents apiece and X-Ray Vision (Left, Left and X) at 5 cents. Codes can be entered at any time during a game, as long as you have enough cash.

Super NES

BONUS GAME PRACTICE

Tiny Toon Adventures: Buster Busts Loose

The bonus games in this toon-ful title were pretty fun in their own right, so here's a secret password to access them. Choose Elmyra, Shirley the Loon and Calamity Coyote on the password screen.

Super NES

CUSTOM OPTIONS CODE

Kirby's Avalanche

Kirby serves up a terrific config code, a very rare thing for a puzzler. While holding A,B,X and Y on Controller II, press Reset on the Control Deck. While still holding the buttons, press Start on Controller I. Now go to the options screen to access the new Custom menu. Use the Learning mode to see what all the new options are about.

N64

OPTIONS/STAGE/MUSIC

Killer Instinct Gold

KI Gold's config code enables no less than 15 options, including the ability to choose from white, gold and Shadow uniforms. Press Z, B, A, L, A and Z during the demo. After a voice says, "Perfect," press Start. We also picked KI's stage/music select code for recognition because of the beautiful graphics and rich sound. In a two-player game, the first player to select a character can choose the stage, while the other player can choose the music. Highlight your character, hold Up or Down and press any attack button. Different button combos correspond to different stages and soundtracks.

N64

BRING OUT THE BIG GUNS

Turok: Dinosaur Hunter

With 64-bit power behind them, Turok's weapons and weapon codes are some of the biggest and baddest on the planet. To grab all the guns, enter CMGTSMMGGTS as your Cheat Menu password. To combine the weapons with invincibility and a host of other options, enter NTHGTHDGDCRTDTRK on the Cheat Menu.

N64

BIG HEAD EXTREME

Wayne Gretzky's 3-D Hockey

This code takes the big head phenom to new heights. Go to the Options screen. Hold bottom C and press R. This will bring up a line of zeros at the bottom of the screen. To change your players' head size, hold bottom C and press R again. Repeat the code to scroll through several head sizes, large and small. You can also change body size by holding left C and pressing R once. Repeat to change the players' height. To change the rink size, hold top C and press R.

N64

WAVE RACE WILDLIFE

Wave Race 64
Kawasaki Jet Ski

This trick activates another great showcase of the N64's graphics processing power. In Dolphin Park, chase the dolphin very closely for several laps, including through the gates. Eventually, up to three baby dolphins will appear. To see a giant dolphin, play the Warm-Up mode 20 times in a row.

N64

FILL 'ER UP!

Pilotwings 64

We were so blown away by the breathtaking landscapes in Pilotwings, we often ignored the objectives and just flew around. If you're getting low on fuel in the Little States, find the gas stations near the shuttle launch pad. Cross or touch the center line in one of their parking lots for an instant fill-up. Sorry, but the Kwik-E-Marts are closed!

N64

64-BIT KOMBAT

Mortal Kombat Trilogy

When you think fighting game config codes, you think the MK series. To enable all the hidden menus, quickly press Block, High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch and Low Punch during the demo. You'll hear a grunt if the code is entered correctly.

COUNSELORS' corner

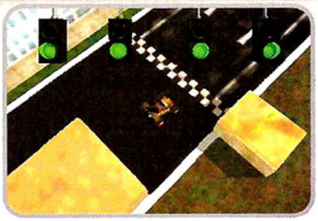
BLAST CORPS

HOW DO I GET A TURBO BOOST ON THE TIMED STAGES?

This trick is similar to the turbo boost starts you'll find when you race in Wave Race 64 and Mario Kart 64. Press your accelerator button at the same moment you hear the fourth and final beep—just as the starting lights change to green. If your timing is just right, your vehicle will surge off the starting line. This trick is a little tougher to pull off than in other racing titles, but it's worth the trouble when you're after Platinum Medals.

GLANDER'S RANCH
BEST TO DATE
GO
EXIT
PEACH (GRAND ERADICATOR)

Blast Corps has a turbo boost trick for timed courses. The method is similar to the turbo boosts in Wave Race 64 and Mario Kart 64.



Press the accelerator button as the lights change to green. If you do it at exactly the right moment, your vehicle will leap off the line.

? WHY CAN'T I EXPLORE THE PLANETS BEYOND THE MOON? ?

After you've completed the course on the moon, you'll need to return to earth and earn Gold Medals on all of the main and the secondary stages. There are two Gold Medals on each Main Course. You'll get the first Gold Medal when you clear the path for the Carrier and you'll earn a second one when you collect all the items in a stage. Communication Towers are the most commonly missed items in main courses. If the course has a green circle, you still need to find the Communications Tower in the stage. You earn Gold Medals on the secondary courses by completing the stage objectives before the goal time expires. After you earn a Gold Medal on every course, you'll be able to break out of lunar orbit.

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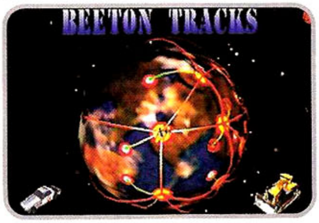
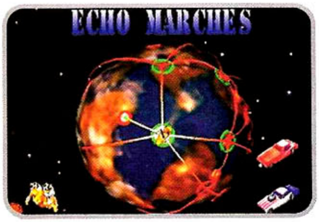
Earn all of the Gold Medals to break out of lunar orbit.



Main courses, indicated by the large circles on the map, always have two Gold Medals.

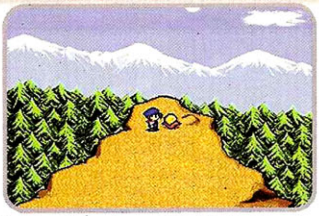


Communication Towers are the most commonly missed items. Look for courses with green circles.

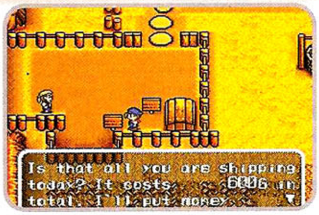
▶HARVEST MOON

WHERE IS THE MOON FLOWER?

You'll earn a wheelbarrow full of cash if you sell the Moon Flower, but this rare bloom grows in the forest only one day per year. Some of the townsfolk give you hints about the rare plant, but it's hard to know when to find it. Search the mountain between the 10th and the 12th day of fall. Once you pick the flower, you won't find another one until next year.



The Moon Flower is very difficult to find. Search the mountain between the 10th and 12th day of fall.

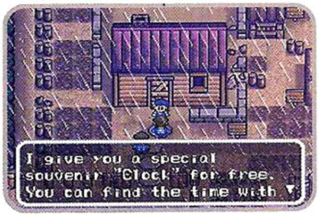


Is that all you are shipping today? It costs 600G in total. I'll put money ▼

You'll earn 600 Gold if you sell the Moon Flower, but you'll find only one bloom each year.

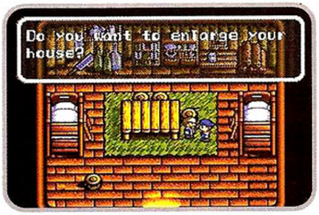
? HOW DO I GET THE WATCH? ?

You'll get the watch if you place an order for an upgrade to your house before the end of the first summer. You need to order your upgrade from the carpenter in the forest. It will cost you a total of 5,000 Gold and 250 pieces of wood. Stay up late and chop all the wood you need in a solitary evening. If you get tired, replenish your energy by repeatedly jumping into the hot springs. If you deplete the entire forest of timber, exit and re-enter it to restore it to its former sylvan glory.



I give you a special souvenir "Clock" for free. You can find the time with ▼

You'll receive the watch if you place an order for a house upgrade before the end of the first summer.



Do you want to enlarge your house?

To place an order for an upgrade, you'll need to give the carpenter 5,000 Gold and 250 pieces of wood.

Try chopping all the wood you'll need in one night so you can concentrate on your cash crops.

? HOW DO I PROPOSE MARRIAGE? ?

You can't pop the question unless your girlfriend really likes you and you have the Blue Feather. You can usually tell how much your girlfriend likes you by your everyday conversations. She'll usually drop a hint or two about marriage when she's ready. You can also sneak a peek at her diary. Buy the Blue Feather for 2,000 Gold from the merchant on a Saturday or Sunday in the Market and give it to your girlfriend. If she's truly in love with you, you'll be married the next day.

Found the diary! ▼

If you're not sure if your girlfriend really likes you, you can try sneaking a peek in her diary.

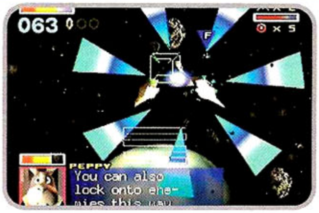
You'll need the Blue Feather to pop the question. You can buy it for 2,000 Gold in the Market.

If your girlfriend is truly in love with you, she'll say "yes."

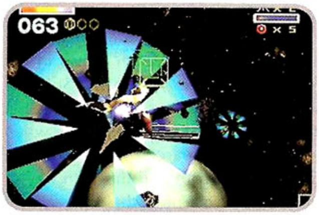
STAR FOX 64

HOW DO I REACH KATINA FROM METEO?

There are seven warp rings in a zig-zag pattern where the Butterfly Fighters first attack you in the Meteo stage. Ignore the fighters and slalom through all seven rings to activate the warp. Your Arwing will gradually accelerate as you pass through each ring, so you'll need to use your R and Z Buttons to bank your craft through the tight turns. If you fly through all the rings, you'll warp to Meteo.



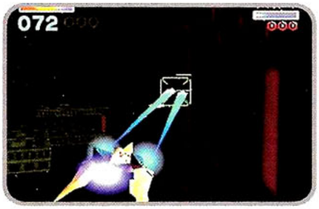
To warp from Meteo to Katina, you'll have to fly a zig-zag pattern through seven warp rings.



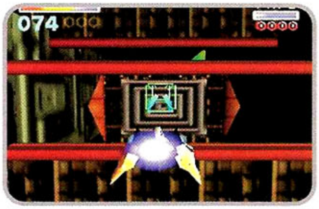
Use your R and Z Buttons to bank your Arwing as it gradually accelerates through the tight turns.

HOW DO I WARP FROM SECTOR X TO SECTOR Z?

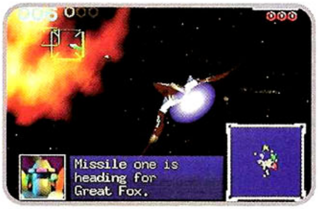
To find the secret warp, you must fly through the left path when Sector X's route splits in two directions. As you fly through the maze of sliding panels, look for a square door that flashes when you shoot at it. Keep shooting the door until it turns red. Three more doors sequentially appear after you hit the first door. If you can turn all four warp gates red and fly through them, you'll warp clear across the Lylat system to Sector Z.



You'll find the warp doors if you take the left path where Sector X's passages split in two.



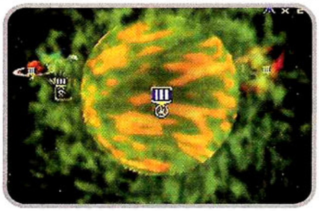
After you fly through the sliding panel maze, you'll see a square door. Shoot it until it turns red.



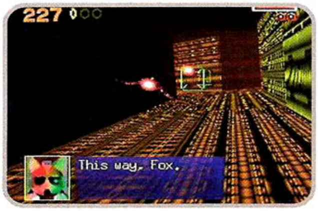
If you turn all four doors red and fly through them, you'll enter the warp leading to Sector Z.

HOW DO I GET THE LANDMASTER AND ROCKET LAUNCHER IN VS. MODE?

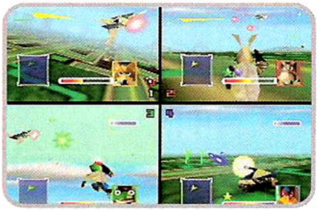
You'll be able to choose between flying an Arwing or driving a Landmaster in Vs. Mode after you earn a medal on Venom. To earn a medal, you must score 200 hits on the planet surface. You can choose between the Arwing, Landmaster or the Rocket Launcher after you complete the game on Expert Mode. To access Expert Mode, you must earn medals in all the game's stages. The toughest areas to win medals in are Sector Z, Katina and Area 6.



Medal on Venom, then choose between Landmaster and Arwing.



To earn Venom's medal, you must invade the planet's airspace via Area 6 and score 200 hits.

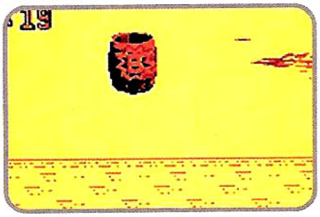


You can choose between the Arwing, Landmaster or Rocket Launcher when you earn all the medals.

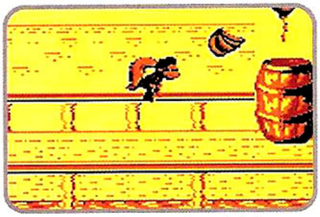
▶DONKEY KONG LAND 2

WHAT IS THE 1-UP TRICK IN PIRATE PANIC?

You'll need Dixie Kong to pull off the 1-up trick in Pirate Panic. From the first DK Barrel, run right to the next ledge. Leap up and use Dixie's Helicopter Spin to float to the right and land in the invisible Warp Barrel. The Warp Barrel drops you at the end of the stage, but if you run right past the End Target, you'll find an Extra Life Balloon and 50 Bananas. Reenter the stage and repeat this trick until you have the extra lives you need to continue your game.



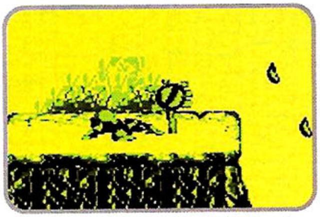
Helicopter Spin to land in the invisible Warp Barrel to the right of the first DK Barrel.



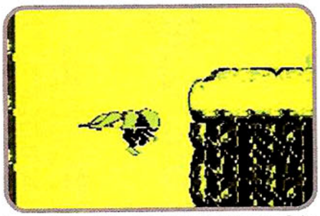
Run past the End Target at the end of the stage to find an Extra Life Balloon and 50 Bananas.

WHERE IS THE BONUS BARREL IN ANIMAL ANTICS?

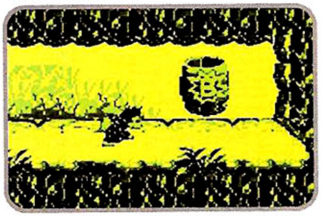
While you'll use Rambi, Enguarde, Squitter, Squawks and Rattly in Animal Antics, one of the Bonus World stages connected to Klubba's Kiosk, all you really need is Dixie Kong to find the Bonus Stage. After you lose Squitter at the No Squitter sign, retrace your route back to the cliff ledge on the left. Leap off the cliff and use Dixie's Helicopter Spin to float down to the right. Keep spinning and as you descend. You'll see a path on the right. Follow the trail until you roll into the Bonus Barrel that will take you to the Bonus Level.



After you lose Squitter at the No Squitter sign, retrace your path back to the cliff on the left.



Leap off the cliff and use Dixie's Helicopter Spin to float down the right side of the rock wall.



As you descend, you'll see a path leading to the right. Follow it to find the Bonus Barrel.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

CRUIS'N USA

Q: How do I save my "Hot Times"?

A: The game saves everything except your times. You need the Controller Pak to save them.

Q: Which cars have the highest top speed?

A: The Police Car and the Devastator VI are tied for the top speed of 147 MPH, but the Police Car has the best acceleration.

MARIO KART 64

Q: Which character is the fastest?

A: Most players find that they can get their best times using Peach or Toad.

Q: Can I race in the first-person perspective I see in the demo mode?

A: No, but the demo mode will show you a good line to follow when you're racing on the course.

NBA HANGTIME

Q: Are Jordan, Barkley or Shaq in the game?

A: No. There are no codes that allow you to select these players.

Q: What is the maximum number of Attribute Points I can earn in the game?

A: There are a total of 72, but you must win all 100 Trivia Points to earn all of them.

NINTENDO POWER

PLAYER'S POLL CONTEST

100s OF PRIZES! 100s OF WINNERS!

TETRISPHERE
NINTENDO 64
Only For
GOLDENEYE 007
NINTENDO POWER
Nintendo
100 100 100 100

Place
First Class
Stamp
Here

Nintendo Power

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Who would give away cool stuff on their birthday? We would! Fill out this card and send it in, and we'll enter you into a drawing for our 100th Player's Poll Contest!

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Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

C. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

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1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?

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F. Sex

1. Male 2. Female

G. Which premium would you most like to receive for subscribing to NP?

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H. Zelda 64	1	2	3	4
I. Yoshi's Island 64	1	2	3	4
J. Banjo-Kazooie	1	2	3	4
K. MLB featuring Ken Griffey Jr.	1	2	3	4
L. Bomberman 64	1	2	3	4
M. Conker's Quest	1	2	3	4
N. Extreme G	1	2	3	4
O. WCW Vs. NWO	1	2	3	4
P. Space Station: Silicon Valley	1	2	3	4
Q. San Francisco Rush	1	2	3	4
R. Mortal Kombat Mythologies	1	2	3	4
S. Duke Nukem 3-D	1	2	3	4
T. NFL Quarterback Club '98	1	2	3	4
U. Body Harvest	1	2	3	4
V. Top Gear Rally	1	2	3	4
W. Lamborghini 64	1	2	3	4

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SCORCH
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This season, the weather's not the only thing that's heating up! More and more games are blazing on over, so you're going to need the help of the pros to avoid getting smoked. Our Players' Guides and Nintendo back issues are stuffed with the hot info, strategies, tips and tricks that'll help you burn the competition. And if you need time to cool off, sit back with the breezy comic book adventures in our Graphic Novels. So stock up and keep your gaming on fire! To get the goods shipped straight to your home, send your order form to:

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CLASSIFIED INFORMATION

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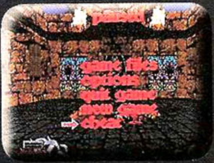
HEXEN

Power Cheats

Welcome to the incredible 100th installment of Classified Information! This month, we risked life and limb to steal a glance at Korax's secret grimoire and came away with a list of terrific cheater spells. (Be warned: They do not work on the highest difficulty level.) To use any of these codes, you must first use the Enable Cheat code listed below to make the Cheat Menu appear. There are more terrific cheats where these came from, so tune in next month to see what else our CI sorcerors have uncovered!

Enable Cheat Pt. 1

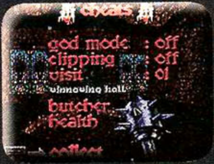
Press Start to pause your game. Now press top C, bottom C, left C and right C to make the Cheat Menu appear. Highlight the Cheat Menu and press A to access it.



paused
game files
options
quit game
new game
cheat

Enable Cheat Pt. 2

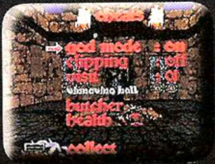
The menu lists two pages of cheats. Highlight "Collect" and press A to see the second page. To activate a cheat, access the menu and enter the appropriate code. Press Start to return to the game.



cheats
god mode : off
clipping : off
visit : 01
winnowing hall
butcher
health
collect

God Mode

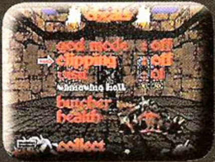
Once the Cheat Menu is enabled, access the menu and press the left C, right C and bottom C Buttons. The God Mode option will now be highlighted. This cheat spell grants you invincibility.



cheats
god mode : on
clipping : off
visit : 01
winnowing hall
butcher
health
collect

Clipping

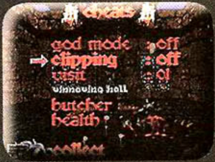
The Clipping cheat lets you walk through walls. Press top C twenty times and bottom C once on the Cheat Menu screen to activate it. You can't pick up items while Clipping is on.



cheats
god mode : off
clipping : off
visit : 01
winnowing hall
butcher
health
collect

Visit

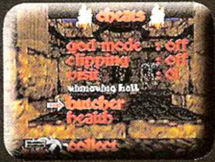
Press left C, left C, right C, right C, bottom C and top C on the Cheat Menu screen to activate this stage select option. Highlight "Visit" and use the Control Stick to select a stage. Press Start.



cheats
god mode : off
clipping : off
visit : 01
winnowing hall
butcher
health
collect

Butcher

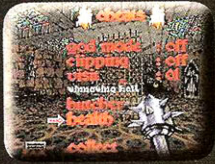
The Butcher cheat destroys all the monsters in the current area, including bosses! Press bottom C, top C, left C and left C on the Cheat Menu screen.



cheats
god mode : off
clipping : off
visit : 01
winnowing hall
butcher
health
collect

Health

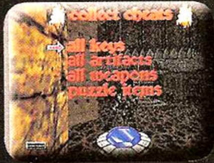
For a quick life meter refill, press left C, top C, bottom C and bottom C on the Cheat Menu screen. You must enter this code every time you want a refill.



cheats
god mode : off
clipping : off
visit : 01
winnowing hall
butcher
health
collect

All Keys

This code gives you all the keys necessary to complete the current area. Press bottom C, top C, left C and right C on the Cheat Menu screen. You must enter this code in each new area.

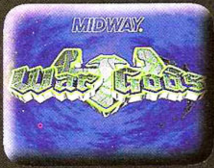


collect cheats
all keys
all artifacts
all weapons
puzzle items

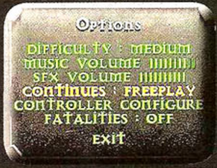
War Gods

Unlimited Continues

If you're duking it out with your fellow gods but getting nowhere, use this code to grant yourself unlimited continues. When "Midway Presents War Gods" appears, press left C, left C, Right (on the Control Pad), A, B, top C and right C. Go to the Options screen and highlight "Continues." Press Left on the Control Pad or Control Stick until "Freeplay" appears. You can now battle for all eternity!



The screen will flash if the code is entered correctly.

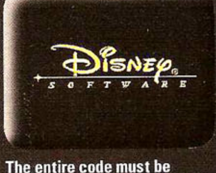

Options
DIFFICULTY : MEDIUM
MUSIC VOLUME IIIIIIII
SFX VOLUME IIIIIIII
CONTINUES : FREEPLAY
CONTROLLER CONFIGURE
FATALITIES : OFF
EXIT

Now you can't be banished to the outer darkness!

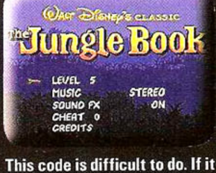
Walt Disney's Classic The Jungle Book

Stage Select

Disney's The Jungle Book joins the roster of great rereleased Super NES games. When the Virgin Games logo appears, quickly press Up three times, B twice, Y twice and Select. A tone will sound. Now press Up, Down, Left, Right, B, Up, Y and Left. Now press Select and Down. Another tone will sound. Once the Disney logo fades away, go to the Options screen. Highlight "Level" and press A and B to scroll through the levels. Press Start to go to the Start Game screen.



The entire code must be entered before the Disney logo fades away.



LEVEL 5
MUSIC STEREO
SOUND FX ON
CHEAT 0
CREDITS

This code is difficult to do. If it doesn't work, turn your deck off and on before trying again.

Star Wars Shadows of the Empire

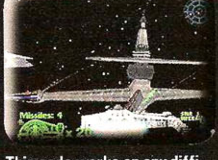
Walkers, Troopers and Wampas

We have another exclusive Shadows code from LucasArts, but first, we should clarify some of the instructions for the codes we printed in Volume 98. To enable the AT-ST, Stormtrooper and Wampa codes, you must first name your game "-Wampa--Stompa." The dashes are spaces, and you must write the name exactly as it appears, with both capital and lowercase letters. You must also set your game controls to the Traditional setup, not default, as we stated.

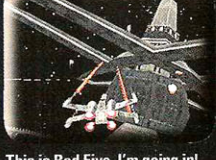
In addition, the Stormtrooper and Wampa codes work in more stages than we thought originally. You can use the Stormtrooper code in Escape from Echo Base, Gall Spaceport, Imperial Freighter Suprosa, Sewers of Imperial City and Xizor's Palace. You may become one of several types of trooper or an assassin droid at random. You can use the Wampa code in Escape from Echo Base (on the Medium difficulty level only) and in Gall Spaceport.

X-Wing and TIE Fighter

If you complete Shadows of the Empire and collect all the Challenge Points on the Medium difficulty level, the game will give you a cheat that allows you to fly an X-Wing or a TIE fighter in the Skyhook Battle. This code allows you to do the same thing without fulfilling the normal conditions. Play through the Skyhook Battle until you reach the station itself. Pause the game. Press and hold Left on the Control Pad, left C, bottom C, right C, the L Button, the R Button and the Z Button. While holding these buttons, press Up and Down on the Control Stick to select the Outrider, an X-Wing fighter or a TIE fighter. The controls are the same for all the spacecraft, except that the X-Wing and TIE fighters do not have a cockpit view, and the TIE fighter does not have any torpedoes.



This code works on any difficulty level, and you don't have to complete the game first.



This is Red Five. I'm going in!

DARK RIFT

Character End Codes

These little gems will spare you the pain and agony of trying to defeat all the Dark Rift warriors and allow you to see each character's game-ending cinema scene. Enter the appropriate code on the Title screen to start the show. Directions are entered on the Control Pad, and "L" and "R" are the L and R Buttons, not Left and Right.

Aaron:
Up, Left C, R, Right, Down, R, R, Left C

Eve:
Up, Left C, R, Right, Down, R, R, Right C

Demonica:
Up, Left C, R, Right, Down, R, R, Top C

Gore:
Up, Left C, R, Right, Down, R, R, Bottom C

Niiki:
Up, Left C, R, Right, Down, R, R, A

Morphix:
Up, Left C, R, Right, Down, R, R, B

Scarlet:
Up, Left C, R, Right, Down, L, L, Left C

Zenmuron:
Up, Left C, R, Right, Down, L, L, Right C

Sonork:
Up, Left C, R, Right, Down, L, L, Top C

Demitron:
Up, Left C, R, Right, Down, L, L, Bottom C

DARK RIFT
PRESS START

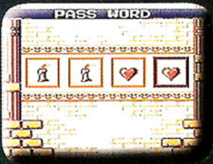
Enter the appropriate code on the Title screen.

With these codes, you won't risk excessive blood loss!

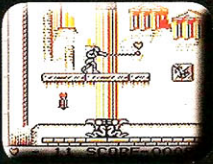
Castlevania II

Extra Lives & Sound Test

With luck this macabre classic from Konami will be rereleased in time for Halloween. To start your gothic adventure with nine lives in reserve, select candle, candle, heart and heart as your password. To take the Sound Test for a spin, enter four hearts as your password.



The stages are long, so the extra lives will come in handy.



Hey, who forgot to pack the Holy Water?!

DONKEY KONG LAND 2

Kremkoins Galore

To pass through Klubba's Kiosk and enter the Lost World, you normally must collect 47 Kremkoins scattered throughout the game. To skip over this task, first go to the file select screen and highlight any game file. Hold Left or Right on the Control Pad and press A and B alternately until you hear a tone. The Kremkoins won't show up on your screen immediately, but you'll now have 47 of them. If you enter the code, but do not use the Kremkoins and do not save the game, the coins will disappear when you turn your game off. To retrieve them, you must use the code again.

Treasure
SELECT GAME

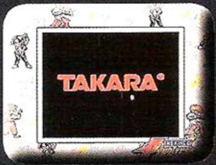
The Kremkoins won't appear on screen until after your game has been saved.

You'll be able to enter the Lost World without all the muss and fuss.

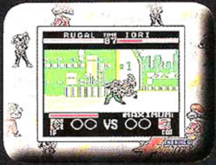
CLASSIFIED INFORMATION

Play As Saisyu and Rugal

Despite its title, this portable tourney fighter was just released this past February. To play as the bosses, Saisyu and Rugal, press Select three times when the Takara logo appears. Now go to the Player Select screen. Presto!



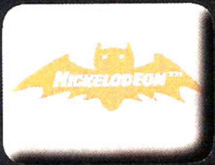
Press Select three times when "Takara" appears.



You now have the power, but do you have the skill to win?

Monster Sounds

Here's another game on the list of summer rereleases from Majesco. When the Nickelodeon logo appears on the screen, press any direction on the Control Pad to start the theme music. Now press A, B, X or Y to make yelping sounds.



The Nickelodeon logo appears in the form of an orange bat.

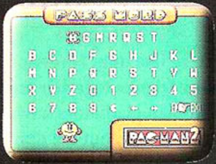
This code doesn't affect the game in any way, but it's fun.

Special Passwords

Pac-Man is bustin' loose again, courtesy of Majesco, and Pac fans can chew on these tasty passwords, too. It's time to gobble your way to fun and high adventure!

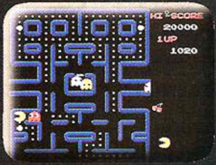
Sound Test

To access the Sound Test mode, go to the password screen and enter BGMRQST as your password. You'll be able to listen to all of the music in the game.



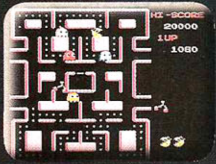
Original Pac-Man

If classic Pac action is what you crave, enter PCMNDPW as your password. You'll be able to access the original Pac-Man arcade hit!



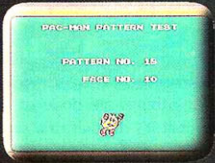
Ms. Pac-Man

Ms. Pac-Man was a star in her own right, and this password will allow you to play her original arcade game. Enter MSPCMND to start the action.



Pattern Test

This password allows you to view all of the different patterns and Pac-Man faces programmed into the game. Enter PCMNPTT as your password.



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address on the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

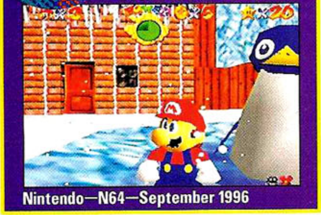
Nintendo Power's 100 BEST Nintendo games of all time

so, you wanna fight about it?

how do you decide the best 100 games of all time?

If you're like us at Nintendo Power, you get a bunch of your gaming friends together and hold a civilized debate, sort of like Roman gladiators having a tea party—it may seem civil on the surface, but we don't recommend turning your back for a lump of sugar. Our 12 debaters, representing every manner of gamer here at Nintendo, nominated their picks for the best games from the libraries of the NES, Game Boy, Super NES, Virtual Boy and N64. (Virtual Boy completely struck out. Go figure.) Once the nominations were in, we opened the floor to illuminated debate. Participants argued vigorously and persuasively for their favorites, ticking off the reasons why they were right and why everyone else obviously had brain damage. Eventually, being red-blooded North Americans, we held a vote, which resulted in the list you find here. So it was democratic decision. You may not agree with every one of our choices, but we stand behind our picks—sometimes very far behind them. If you have a problem with this, take it up with the judge.

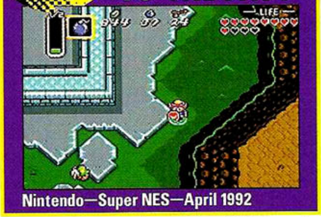
1 SUPER MARIO 64



Nintendo—N64—September 1996

So many things are done so well in this game, that it's difficult to a single in on a reason that makes it the best game of all time. Shigeru Miyamoto, the designer of Mario 64, had always wanted to create a game that he described as being like a magical garden full of surprises, excitement, discoveries and danger. The immersive nature of Mario 64 is unrivaled and maybe that's why it was our one and only unanimous choice in the great debate.

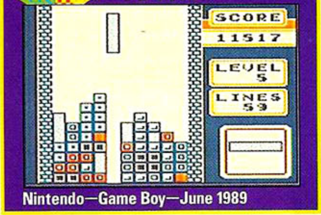
2 ZELDA:A LINK TO THE PAST



Nintendo—Super NES—April 1992

Few gamers would argue that A Link to the Past deserves this lofty position, and if they did grouse, we'd give their address to a moblin. Coming in at number two in our voting, Zelda for the Super NES proves that you don't have to be radical to end up on top. Our one question is, why put Zelda in every title in the series when all she ever does is sleep and send occasional telepathic messages? Next time, give credit to the little green guy.

3 TETRIS

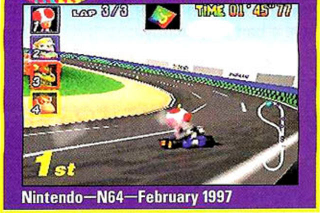


Nintendo—Game Boy—June 1989

Surprised? Don't be. Tetris for Game Boy continues to be one of the most played games of all time. Who can forget their first game of Tetris, the fascination of fitting the tetrads together, the growing anxiety as the blocks stack up, and the almost spiritual sense that you get when you line everything up and clear the stack, achieving a zen-like oneness with your Game Boy. Tetris is life. Life is Tetris.

4

MARIO KART 64

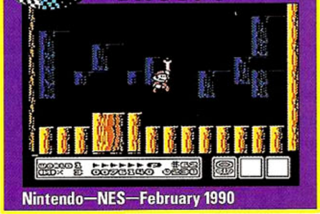


Nintendo—N64—February 1997

Kart comes in at the top because it is so much fun to play, especially as a multi-player game. Some critics have pointed out that the game isn't revolutionary. We would like to point out to them that games aren't about revolutions, they're about fun. Incredible play control and graphics don't hurt, either.

5

SUPER MARIO BROS. 3

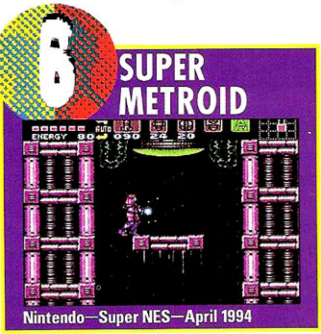


Nintendo—NES—February 1990

With over eight million copies in homes across North America, SMB 3 was the best-selling NES game of all-time. But it wasn't sales figures that got our votes. Miyamoto's game design was at its creative best. In SMB 3, Mario donned a Tanooki (raccoon) suit in order to fly. Weirdness like that has got to be rewarded.

6

SUPER METROID

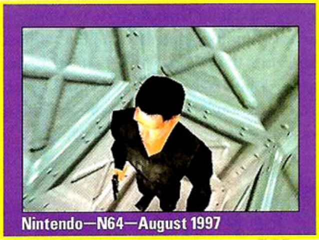


Nintendo—Super NES—April 1994

The heart of Metroid games has always been the incomparable game control and attacks. We all agree that Super Metroid charted new territory with great moves like the Space Walk, Super Jumps, and Super Dash. And every game should have X-Ray goggles. Period. The graphics remain some of the best ever for 16-bit games.

7

GOLDENEYE

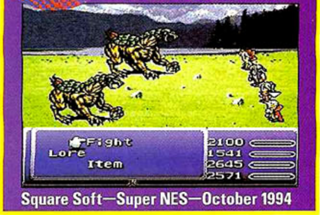


Nintendo—N64—August 1997

There are two antagonistic camps at Nintendo—those who think GoldenEye is the greatest game in history and those who think the first group has been seriously warped by having too much fun shooting each other in the back. The argument goes like this—GoldenEye hasn't been around long enough to prove its staying power, even though no one on the Power staff has slept in about two months because they've been playing GoldenEye. Therefore, it can't be number one. The GoldenEye advocates argue that this is just a clever ruse to get them to go home, at which time the first group will steal their copies of GoldenEye. If nothing else, this debate proves that GoldenEye puts players in a cloak and dagger state of mind.

8

FINAL FANTASY III

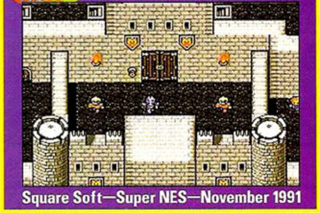


Square Soft—Super NES—October 1994

The gaming electorate at Nintendo nearly came to blows during the Great Final Fantasy III versus Final Fantasy II Debate. It came down to an argument about opera, and opera won. In addition to arias, Final Fantasy III had everything you could want—heroes, world-shattering events, magic, mindless evil—plus Interceptor the wonder dog!

9

FINAL FANTASY II

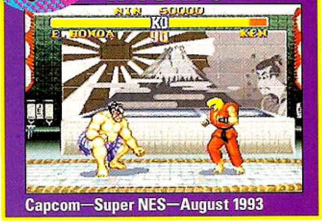


Square Soft—Super NES—November 1991

For all you loyal fans of Final Fantasy II, take this ninth place finish with a grain of salt. So what if it doesn't have an opera scene. Who needs it?

10

STREET FIGHTER II TURBO



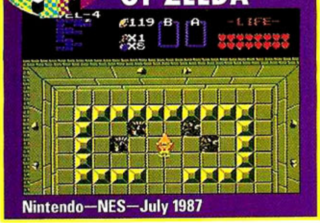
Capcom—Super NES—August 1993

Turbo had the best speed, the best moves and the animation was great. We decreed that this remains the tournament fighting game by which all others should be judged. SF II Turbo achieved great game design balance.

NINTENDO POWER

11

THE LEGEND OF ZELDA



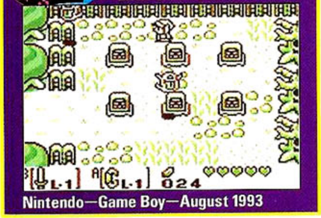
Nintendo—NES—July 1987

The Legend of Zelda turned players into explorers. With riddles, mazes and monsters, Zelda turned out to be the richest game in the formative years of the NES.

12

THE LEGEND OF ZELDA:

LINK'S AWAKENING

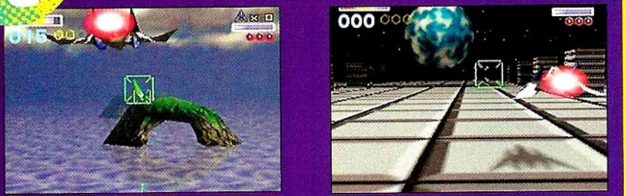


Nintendo—Game Boy—August 1993

In many ways, Link's Awakening may have been the best of the Zelda games. It was the only game with a walrus, for one thing. The humor, characters, puzzles and action were all great. The only thing missing was color. Super Game Boy (shown) can fix that.

13

STAR FOX 64

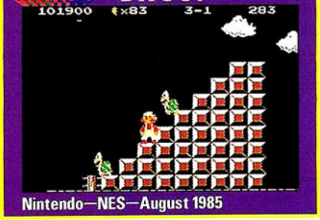


Nintendo—N64—July 1997

Oh, Star Fox 64, how do we love thee? Let us count the ways. We love your brilliant graphics and smooth as silk play control. We love your sounds and your rumblings. We only put up with the frog out of a sense of duty, of course, and we forgive Mr. Miyamoto for being unabashedly, pro-amphibian.

14

SUPER MARIO BROS.

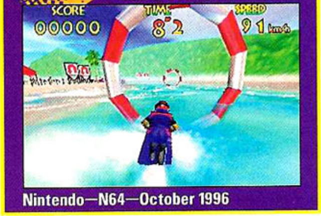


Nintendo—NES—August 1985

The pundits said that the home video game market was dead, that Atari had killed it, and there was great skepticism across the land. Then there was Mario, a humble plumber, but about a billion times more fun than Pong. When he became more popular than Mickey Mouse, the critics acknowledged that, perhaps, there was still a future for video games.

15

WAVE RACE 64

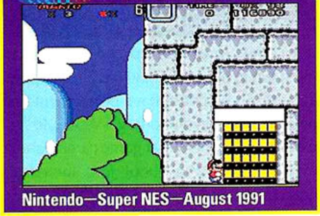


Nintendo—N64—October 1996

As the top sports/racing game on our list, Wave Race 64 stands far above the Madden-ing crowd. This game is not just about reproducing or simulating a sport. It's about pushing technology to the limit so that when you bound over the realistic breakers in Wave Race 64 you'd better have a barf bag nearby.

16

SUPER MARIO WORLD

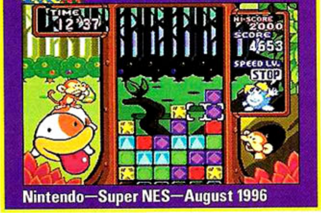


Nintendo—Super NES—August 1991

Miyamoto again? So far, ten of the top 16 games have been creations of Nintendo's game wizard, Master Miyamoto. Like Super Mario 64, Super Mario World showcased a new hardware system. It was the first game released for the Super NES and the first smash hit for that system. The richness of the graphics were unrivaled until years later when Donkey Kong Country appeared.

17

TETRIS ATTACK



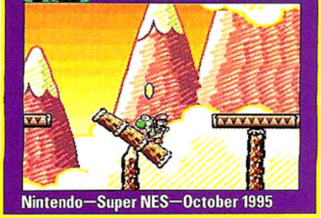
Nintendo—Super NES—August 1996

Okay, this one you might want to argue with, even if it was arrived at democratically. But although on the surface this seems like a complete poodle of a choice, let us explain the thinking. Our voters loved the back and forth nature of the two-player competition. Like baseball, it's not over until it's over. Is that enough to propel Tetris Attack into the top 20? Maybe we just wanted to stir up a little controversy.

NINTENDO POWER

18

YOSHI'S ISLAND

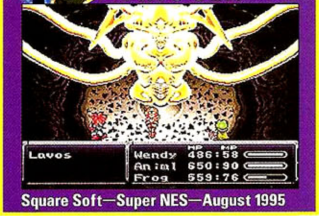


Nintendo—Super NES—October 1995

It took several years and several false starts before the lovable dinosaur of Super Mario World found himself in a hit game of his own. Remember Yoshi, Yoshi's Cookie, and Yoshi's Safari? No? Don't feel bad. Yoshi's Island is the one to remember.

19

CHRONO TRIGGER

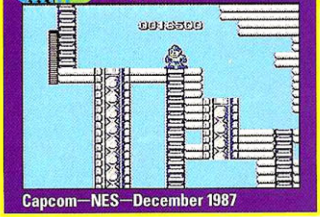


Square Soft—Super NES—August 1995

The last, great Super NES RPG from Square pulled out all the stops. Not only was there a story that spanned the eons, but the technology and magic in the game were brought to life by beautiful graphics and a rich soundtrack. Chrono Trigger was a feast for RPG fans.

20

MEGA MAN

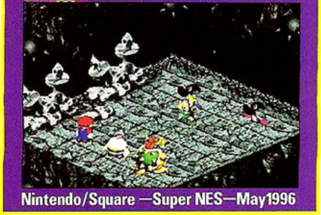


Capcom—NES—December 1987

You want to be rich? Here's the formula: make a game that's one part cool weapons that you win from weird, robotic bosses and one part great play control. Of course, if it's that simple, why hasn't anyone else done it? Maybe it's not that simple.

21

SUPER MARIO RPG

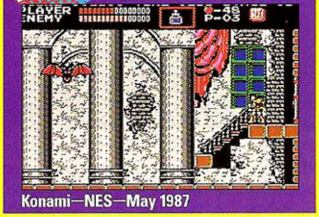


Nintendo/Square —Super NES—May1996

Mario in an RPG? It almost sounds sacrilegious. But as it turns out, this game was more about characters than fighting and raising your levels. The artists at Square created a rendered, 3-D world like that in Donkey Kong Country for Mario and friends. Perhaps most significant of all, Bowser turned out to be a pretty good guy.

22

CASTLEVANIA



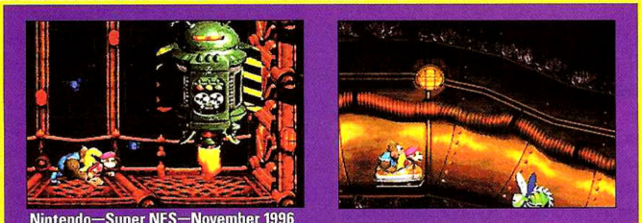
Konami—NES—May 1987

You really can't go wrong when you combine vampire hunters and creatures of the night with whips and axes. Castlevania had all of that good stuff, plus great play control and graphics, way back in '87.

23

DONKEY KONG COUNTRY 3

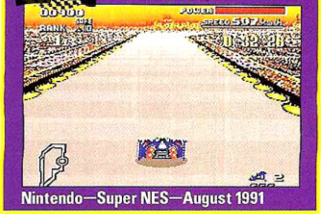
Do we need math lessons or what? Three doesn't come before one. In the case of DKC 3, however, we rewrote the book on numerical progressions, deeming that three (DKC 3) did in fact, proceed one (DKC). Why? Game play is more important than graphics. Always. Do the math.



Nintendo—Super NES—November 1996

24

F-ZERO

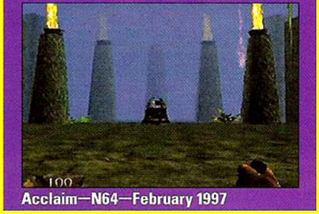


Nintendo—Super NES—August 1991

F-Zero combined a sense of breathless speed with precision control and futuristic tracks that were just very cool. Racing games have always been big, but F-Zero was the biggest. Many of us feel that it's still the best racing game in existence.

25

TUROK: DINOSAUR HUNTER

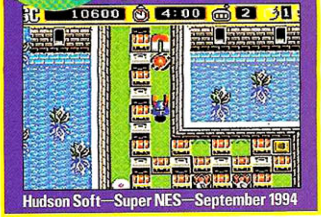


Acclaim—N64—February 1997

Barney fans wake up and smell the dino doo doo! This is what dinosaurs were like. They were big, strong, fast, fierce and some of them were bionically enhanced by the Campaigner for evil purposes.

NINTENDO POWER

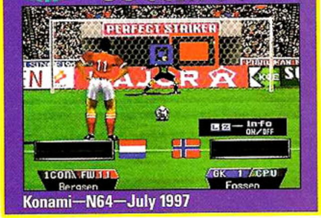
26 SUPER BOMBERMAN 2



Hudson Soft—Super NES—September 1994

Okay, we admit that we are sick and need help desperately. We love Super Bomberman 2 for the inexcusable reason that we get to blow up our friends in an almost infinite number of ways. Help us, please.

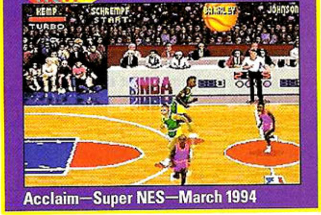
27 INTERNATIONAL SUPERSTAR SOCCER 64



Konami—N64—July 1997

The biggest sport in the world deserves the best video sports game. Thanks to Konami, it has it, at least for the moment. ISS 64 is a technical triumph, but also a must have for gamers who just want to have fun.

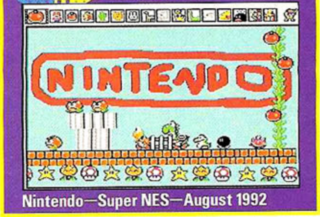
28 NBA JAM



Acclaim—Super NES—March 1994

This phenom from the arcades made an impact on the home court, as well. The Tournament Edition that followed simply refined the winning formula, so our votes went to the original. It was a slam dunk.

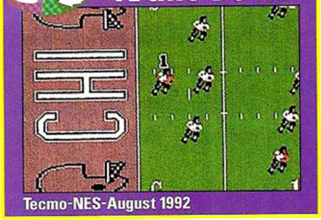
29 MARIO PAINT



Nintendo—Super NES—August 1992

So, it's not really a game. But with Mario Paint you could prepare for a future in computer graphics, and create animation and musical scores. It's practically a ticket to wealth, influence and happiness.

30 TECMO BOWL

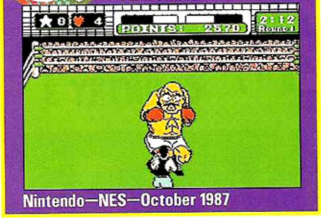


Tecmo-NES-August 1992

Tecmo Bowl didn't try to reproduce the NFL experience, rather it concentrated on providing fun, one and two-player action. The result was more of an arcade type of game that was heavy on the action.

31 PUNCH-OUT!!

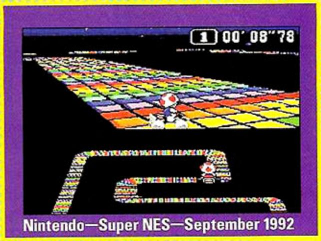
FEATURING MR. DREAM



Nintendo—NES—October 1987

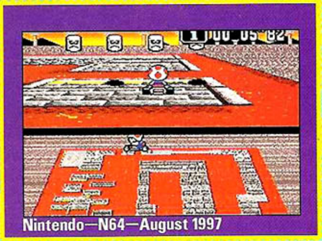
Back in the good old days, this game was titled Mike Tyson's Punch-Out!! The arcade-style boxing game from Nintendo was a fantasy affair with cartoonish boxers with super moves. Who can forget King Hippo, Piston Honda, Bald Bull and Sandman, even if they want to?

32 SUPER MARIO KART



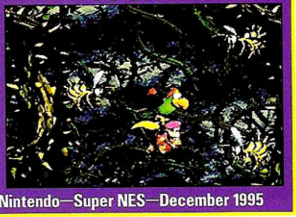
Nintendo—Super NES—September 1992

Even to this day, some purists prefer the driving control and AI of the original Kart. Super Mario Kart was notable for its 3-D perspective graphics in an age of 2-D games, as well as the exceptional play control. But its greatest accomplishment was to introduce a sense of playfulness to the racing genre. It was also the first racing game to make use of banana peels as tactical weapons.



Nintendo—N64—August 1997

33 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST



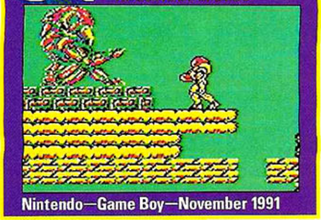
Nintendo—Super NES—December 1995

Dixie's debut proved to be a real step up in the series, plus she is just a whole lot cooler than Diddy, Donkey, Kiddie and the other Kongs. Hair rules!

NINTENDO POWER

34 METROID II:

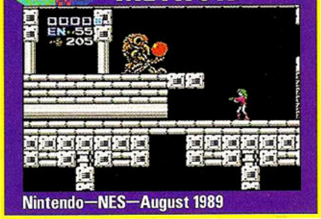
RETURN OF SAMUS



Nintendo—Game Boy—November 1991

According to the Mother of all Metroids, this Game Boy masterpiece has all the excitement of real Metroid, but it's smaller and better for you. Yep, it's chock full of Metroid A, B, and C vitamins.

35 METROID

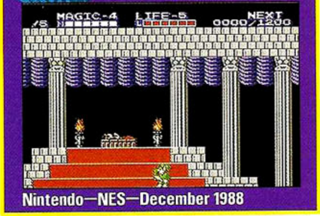


Nintendo—NES—August 1989

Metroid advanced action games into the realm of adventure, and weapons like the Screw Attack and Ice Beam are still the coolest in the universe.

36 ZELDA II:

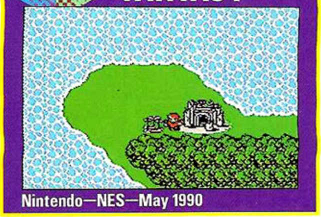
THE ADVENTURES OF LINK



Nintendo—NES—December 1988

Side-scrolling battles and overhead exploration might not have been to everyone's tastes, but the Adventures of Link proved to be entertaining and challenging nonetheless.

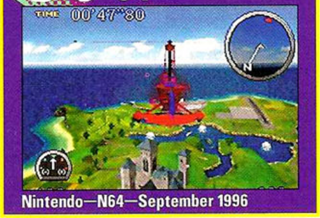
37 FINAL FANTASY



Nintendo—NES—May 1990

The most notable thing about this game was its awesome coverage in Nintendo Power and the huge Final Fantasy contest that lasted throughout the summer of 1990. Okay, maybe the game was pretty good, too.

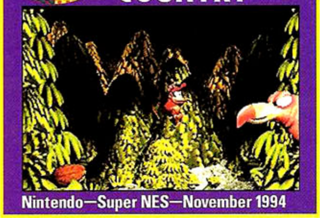
38 PILOTWINGS 64



Nintendo—N64—September 1996

Pilotwings 64 turned out to be more of an experience than a game, but it still scored high on our chart.

39 DONKEY KONG COUNTRY

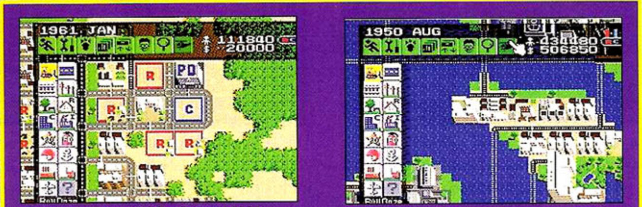


Nintendo—Super NES—November 1994

Finally. You may be wondering how a landmark game like DKC could slip to the 39th spot. After all, didn't Rare stun the world with its new ACM techniques, achieving a level of detail never even dreamed of for 16-bit games? Absolutely true, and DKC deserves a lot of credit for its pioneering effort. But we felt that the two subsequent DKC games improved on both the graphics and game play so much that they had to come first. That shouldn't take anything away from the original game. In a sense, all Donkey Kong Country games are an extension of this first foray into hi-res graphics.

40 SIMCITY

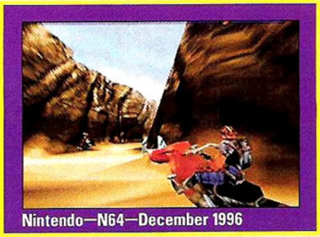
Try doing this with Legos. SimCity is the best construction set ever devised. It's like putting all your Hot Wheels and Tonkas and blocks and stuff in a giant sandbox and bringing them to life. Another way of looking at it is that you become the total ruler or god. What was our favorite bit? You can send in earthquakes, tornadoes, and even a giant, city-stomping Bowser just to show them who's boss. Take that you puny sims!



Nintendo—Super NES—August 1991

41

STAR WARS: SHADOWS OF THE EMPIRE



Nintendo—N64—December 1996

Snowspeeders, Imperial Walkers and Wampas. Alone, they were enough, but Shadows of the Empire also excelled at conveying a sense of being immersed in the Star Wars universe. The Super NES series of Star Wars games all led up to this N64 version, combining different types of action gaming on different levels, and although they too are deserving of credit, we chose to acknowledge all the Lucasarts Star Wars titles with this entry.

Missiles: 4
Incoming Bomb!
x 17

42

SECRET OF MANA

Square Soft—Super NES—October 1993

Four special features and a cover article in Power might lead some people to think that we were a bit Mana-crazed. We admit it. We love adventure games and there are precious few of them. Mana featured item rings, real-time fights, exploration and puzzle-solving.

43

STREET FIGHTER II:

THE WORLD WARRIOR

50000
KO
ZANGIEF
GUILE

Capcom—Super NES—July 1992

Every tournament fighting game that followed owes something to SF II, from Mortal Kombat to Killer Instinct, not to mention Brutal Paws of Fury.

44

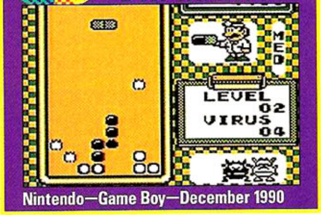
ADVENTURES OF LOLO

HAL America—NES—April 1989

With items and magic in your bag of tricks, Lolo sometimes seemed more like an adventure than a puzzle game. As some of you may have guessed, there's a little bit of Lolo in today's Kirby–also from Hal Labortories.

45

DR. MARIO



Nintendo—Game Boy—December 1990

The big innovation in Dr. Mario was not giving Mario a stethoscope. It was the inclusion of a fast-paced, two-player mode. Dr. Mario combined the concentration and challenge of Tetris with the excitement and unpredictable nature of head-to-head competition.

46

CONTRA 3: ALIEN WARS

Konami—Super NES—April 1992

Contra 3 included great two-player simultaneous action with some of the best graphics seen up to that point. The use of Mode 7 rotation was particularly cool, not to mention the awesome bosses.

47

SUPER MARIO BROS. 2

Nintendo—NES—October 1988

For the first time, players could choose to play using the Princess and Toad. Luigi gained his own identity, as well. Any game with vegetables that you throw is going to get our vote.

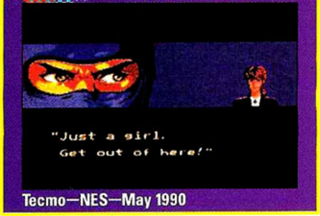
48

SHADOWRUN

Data East—Super NES—May 1993

The dark, future world of Shadowrun pits corporate behemoths against puny individuals. A resurgence of magic is the great equalizer. Data East captured all of this mood in an overhead adventure that was as deep as any RPG.

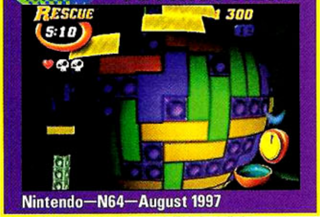
49 NINJA GAIDEN 2


"Just a girl.
Get out of here!"

Tecmo—NES—May 1990

This was one of the first games that changed the conditions on you in the middle of a stage. Lights flickered out, and high winds blew your character around. The stage-end cinema scenes were also a novelty at the time.

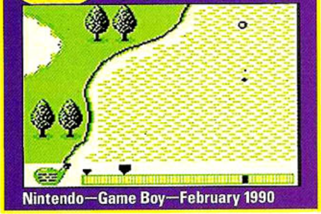
50 TETRISPHERE



Nintendo—N64—August 1997

Tetrisphere ranks right up there with the best puzzles in almost every category, plus it has cool music and nice graphics, two areas that seem to be missing from most puzzle games.

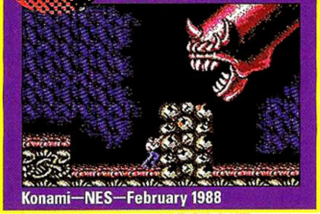
51 GOLF



Nintendo—Game Boy—February 1990

This is a choice that non-golfers may question, but it's the most popular game at 30,000 feet. We always enjoy a brisk 18 when we're traveling on our Nintendo corporate Lear.

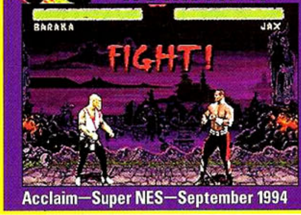
52 CONTRA



Konami—NES—February 1988

For straight, platform shooting action, nothing beat the original Contra for the NES. The upgrades gave you awesome power, but the enemies were always hiding at awkward angles.

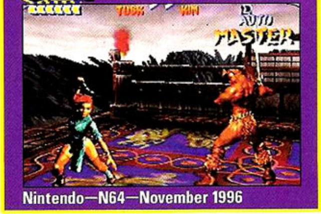
53 MORTAL KOMBAT II



Acclaim—Super NES—September 1994

Nintendo learned its lesson the hard way with the success of the Genesis Mortal Kombat—gamers want copious amounts of gore. In MK II, you got gore and more—new characters and moves in what turned out to be the best of the 16-bit versions.

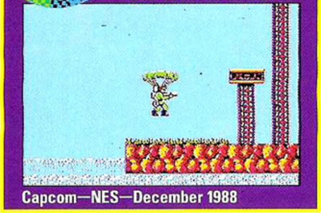
54 KILLER INSTINCT GOLD



Nintendo—N64—November 1996

Killer Instinct Gold turned out to be the prettiest tournament fighter ever and Rare even managed to add a bit of 3-D to the 2-D format. As for pure fighting satisfaction, it still reigns on the N64.

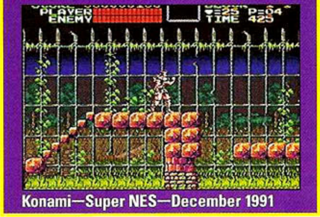
55 BIONIC COMMANDO



Capcom—NES—December 1988

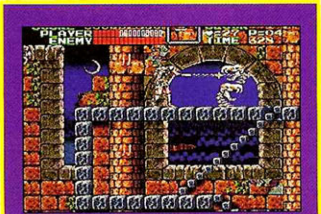
The variety of moves and the cool weapons in Bionic Commando were covered way back in the second issue of Nintendo Power. Ever since then, we've wanted a new BC. We got some of what we wanted when Capcom released a Game Boy version of the man with the grappling arm, but we want more. Call us spoiled.

56 CASTLEVANIA IV



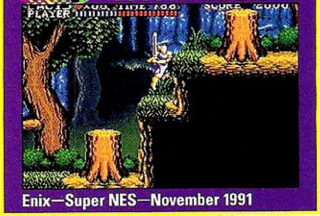
Konami—Super NES—December 1991

Vampire hunting in the big, beautiful 16-bit world of the Super NES turned out to be one of our favorite midnight activities. The heck with slow-down, Castlevania IV kept our pulses high. This was another one of those entries that requires a nod to earlier games in the series. The NES and Game Boy Castlevania games all provided great, haunting action, but we felt that Castlevania IV was among the best.



NINTENDO POWER

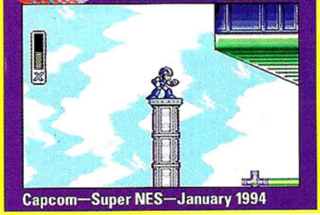
57 ACTRAISER



Enix—Super NES—November 1991

Truly unique games are almost as rare as unicorns, but Enix created this exotic mix of heroic action and economic simulation. The graphics and sound were like a Wagnerian opera, complete with a shield maiden in a horned helm.

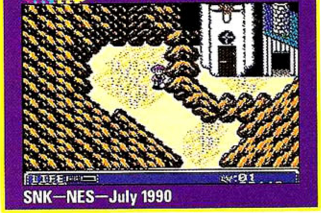
58 MEGA MAN X



Capcom—Super NES—January 1994

The always superb graphics of the series reached a new level in this first Super NES Mega Man game. The game play remained traditional, but with some cool additions, such as the blue one's new pal, Zero.

59 CRYSTALIS

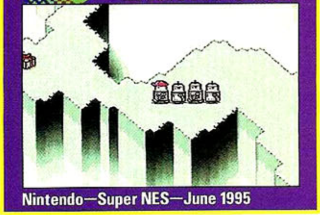


SNK—NES—July 1990

You could wear a gas mask, play the Insect Flute or run amok in Rabbit Boots. The plot of Crystalis begins with a savage war engulfing the earth. That war was said to begin on October 1st, 1997. Our advice is to wear lead underwear.

NINTENDO POWER

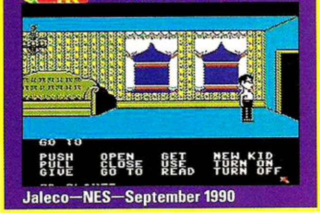
60 EARTHBOUND



Nintendo—Super NES—June 1995

The modern setting and wonderful characters made the game accessible to a wider audience than fantasy RPG's. Who can resist a game in which you fire bottle rockets at giant chomposaurs and take advice from a little guy who's all nose?

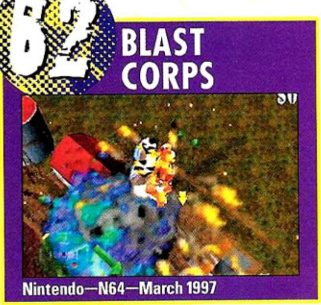
61 MANIAC MANSION



Jaleco—NES—September 1990

Lucasarts reached new heights in creative dementia with this brilliant adventure that starred a purple tentacle, a twisted nurse, and local teenage neighbors who try to stuff a hamster in the mircrowave...or were we the ones who tried to...?

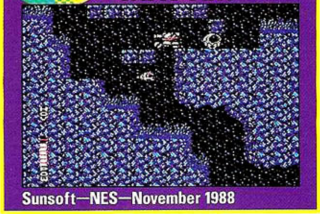
62 BLAST CORPS



Nintendo—N64—March 1997

"Knocking down buildings is fun," says Chris Stamper of Rare. We've also heard that Chris thinks squirrels are a blast, which makes us wonder. In Conker's Quest, will you knock over trees?

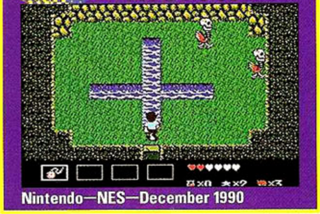
63 BLASTER MASTER



Sunsoft—NES—November 1988

Whether you were inside or outside your tank, the action was fast and furious in Blaster Master. There was even a good Game Boy version, Blaster Master Boy. We waited in vain for a sequel for years. Maybe we'll see something for the N64.

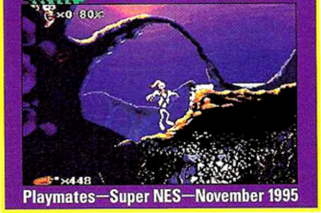
64 STAR TROPICS



Nintendo—NES—December 1990

Although it was never a platinum hit like Zelda, Star Tropics had all the puzzles, plot twists and battles that an adventurer could ask for. In addition to that, it had the best use of a yoyo in any video game.

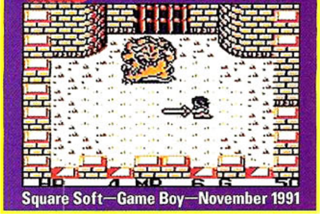
65 EARTHWORM JIM 2



Playmates—Super NES—November 1995

Cows. More cows. Even more cows. Pigs. Cows. Crows. Puppy tossing. Still more cows. And a heavily armed worm. Just another realistic, slice of life game. Jim 2 got the nod over the original because of its improved play control.

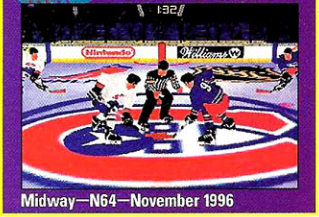
66 FINAL FANTASY ADVENTURE



Square Soft—Game Boy—November 1991

Square showed that it could make a classic adventure game just as well as it made RPGs. Final Fantasy Adventure played like a Zelda-type adventure with real-time combat and lots of tree chopping.

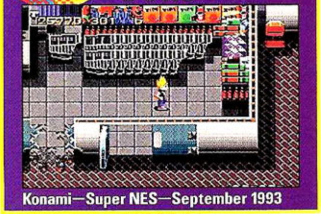
67 WAYNE GRETZKY'S 3D HOCKEY



Midway—N64—November 1996

For the big head and pin head codes alone, this game would deserve a spot on the top 100 list. It's also a great multi-player event.

68 ZOMBIES ATE MY NEIGHBORS



Konami—Super NES—September 1993

Armed with soda cans and weedeaters, you had to rescue your neighbors from snacking zombies in this wild game from Lucasarts. The giant baby was the most terrifying boss of all time. But just imagine the parents!

Along with the best comest the...

10 WORST GAMES OF ALL-TIME

(As voted by the staff of *Nintendo Power*)

10. The Adventures of Bullwinkle

If only Boris and Natasha had succeeded in blowing up this stinker the rest of the world would not have the tainted memory of Bullwinkle being pelted by boulders because the game's play control was about as responsive as a dead moose.

9. Color A Dinosaur

Imagine Mario Paint without anything fun in it and you've pretty much got this barker from Virgin Games. Even the producer of the game (Seth, wherever you are) would roll his eyes when reminded of this prehistoric patsy. Thankfully, it has long since gone extinct.

8. Beethoven

Hey, anyone smell something? Beethoven for Game Boy was based on the popular movie, but the horrendous play control made this game about as popular as a Saint Bernard's cold, wet nose in your armpit.

7. Michael Jordan In the Windy City

Not that this game was even that bad, but it wins the award for Totally Blowing the Best License in the Universe. What's next, Michael Saves Nike Town?

6. Friday the 13th

After playing a few minutes of this aardvark, you wanted Jason to slaughter all the counselors and then you. Anything so it would just end.

5. Pit-Fighter

Slow, awkward and dumb is no way to go through life, son.

4. AD&D Heroes of the Lance

Horrible. Horrible. Horrible. It was actually possible to beat this dog in less than five minutes if you mapped out the maze.

3. Shaq Fu

Shaq, transported into another dimension, must battle weird fighters. It is not humanly possible to come up with a worse idea than this.

2. Barbie's Super Model

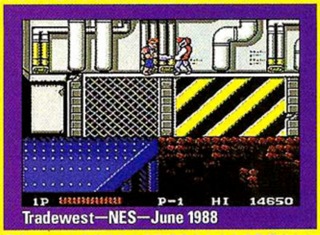
Actually, this is a worse idea than Shaq Fu. Barbie sets up a tent, or does she? The controls are so bad on this game that the poor doll can hardly get dressed. It's an insult simply to be on the same planet as this game.

1. Bebe's Kids

No game in the annals of Nintendo history has scored a whopping zero, but Bebe's Kids attempted to go where no game had gone before. The play control was so bad that some players claimed that it was like trying to perform Swan Lake with an elephant strapped to your back.

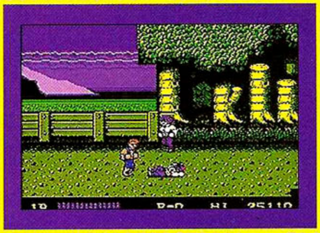
69

DOUBLE DRAGON



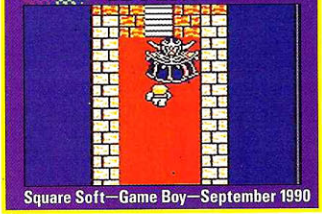
Tradewest—NES—June 1988

Billy and Jimmy Lee kicked every butt they encountered in this classic butt-kicking game in which two butt-kickers could kick butts simultaneously. Once again, there was a whole series of Double Dragon games, and even one game that combined Billy and Jimmy Lee with the Battletoads, but the entire series followed closely in the butt-kicking footsteps of the original.



70

FINAL FANTASY LEGEND



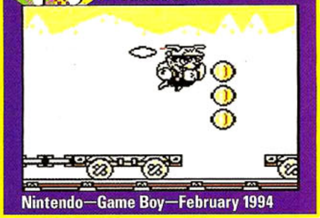
Square Soft—Game Boy—September 1990

The first major RPG for Game Boy 1990 stayed true to the Square Soft tradition that mixed story, exploration and a curious mix of magic and technology. If only we could get our islands to float.

71

SUPER MARIO LAND 3:

WARIO LAND

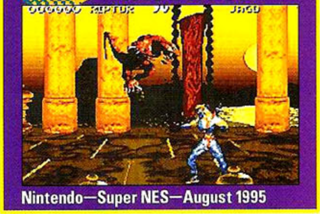


Nintendo—Game Boy—February 1994

Collecting pirate treasure is always a worthy goal. Wario wore many hats in his first solo game. Frankly, it was great and we think Wario got a bum deal as a kid. Mario, we want you to come over here and shake hands.

72

KILLER INSTINCT

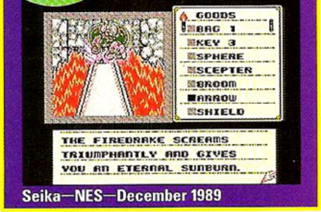


Nintendo—Super NES—August 1995

Another Rare triumph, Killer Instinct combined ACM prerendered graphics with the most advanced fighting system of its day. After KI, virtually every tournament fighter adopted some form of combo hit system.

73

SHADOWGATE



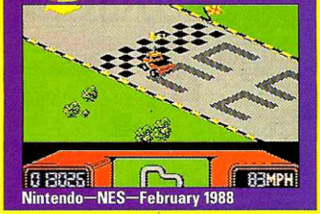
THE FIREDRAKE SCREAMS TRIUMPHANTLY AND GIVES YOU AN ETERNAL SUNBURN.

Seika—NES—December 1989

Shadowgate is proof that graphics aren't everything. This RPG thrived on riddles and traps while shying away from virtually any animation. Cranky Kong would have loved this one.

74

RC PRO-AM RACING

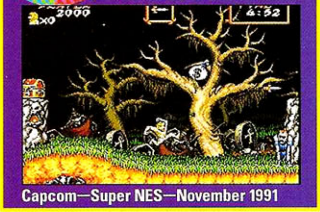


Nintendo—NES—February 1988

Guided by the firm belief that racing games aren't nearly violent enough, Rare designed RC Pro-AM with plenty of power-up items and missiles. Oil slicks should be mandatory in all racing games.

75

SUPER GHOULS & GHOSTS

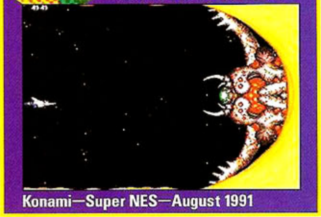


Capcom—Super NES—November 1991

Everything about this game was challenging, particularly trying to keep Arthur's suit of armor on his puny body. Believe us, naked knights don't stand a chance in this ghoulish side-scroller.

76

GRADIUS III



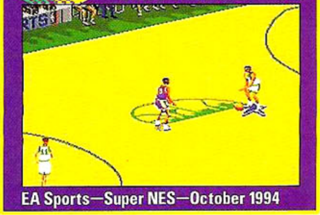
Konami—Super NES—August 1991

The always superb graphics of the series reached a new level in this first Super NES Mega Man game, while the game play remained traditional with some cool additions, such as his new pal, Zero.

NINTENDO POWER

77

NBA LIVE '95

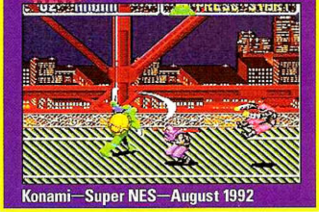


EA Sports—Super NES—October 1994

Electronic Arts made a huge leap from the old NBA Championship series of basketball sims with this game. Subsequent NBA Live titles have been roster updates with small improvements.

78

TMNT IV: TURTLES IN TIME

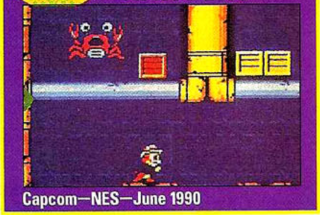


Konami—Super NES—August 1992

Cowabunga used to mean something, at least to the fanatic followers of the Teenage Mutant Ninja Turtles. They were huge and so was this game. It was true-to-the-arcade game and looked as good as a hot slice of pizza.

79

RESCUE RANGERS

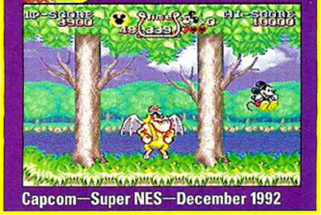


Capcom—NES—June 1990

Chip and Dale battled the Fat Cat and ninja squirrels in this side-scrolling action game. Capcom lived up to its reputation for superior play control and graphics. The ninja squirrels should have had their own game.

80

THE MAGICAL QUEST STARRING MICKEY MOUSE

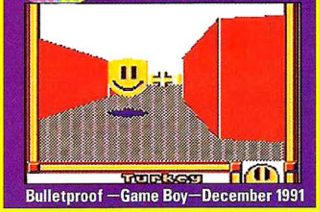


Capcom—Super NES—December 1992

This tour de force from Capcom was well-named, because it truly is magical. The rich graphics and inspired play made it one of the finest platform games for the Super NES.

81

FACEBALL 2000

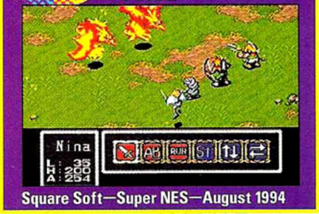


Bulletproof —Game Boy—December 1991

This unheralded little 3-D Game Boy game virtually pioneered death-match play. Up to 16 players, properly equipped, could link up and play virtual tag.

82

BREATH OF FIRE

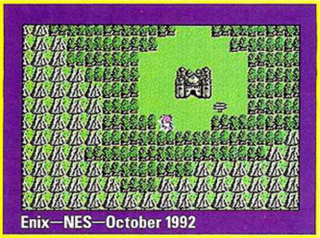


Square Soft—Super NES—August 1994

Transforming into different types of dragon is an ability that is just too cool to ignore. Although the North American version of Breath of Fire was released by RPG super star, Square Soft, the game was actually developed by Capcom in Japan. Capcom released the excellent Breath of Fire II itself in North America.

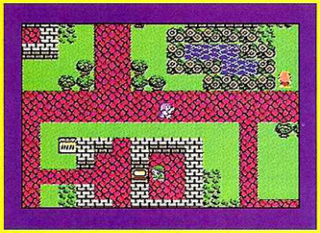
83

DRAGON WARRIOR IV



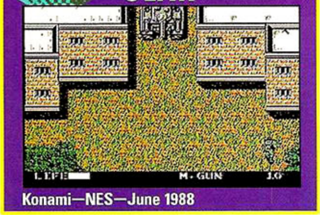
Enix—NES—October 1992

This was a tough choice. With four Dragon Warrior games to choose from, everyone had a favorite. It was decided that the fourth DW game was so big and tough that it might come beat us up if we didn't vote for it. It was the last of the DW games to appear in North America, as well, and we still look back fondly to that lost era of grand RPGs. Long live Erdrick!



84

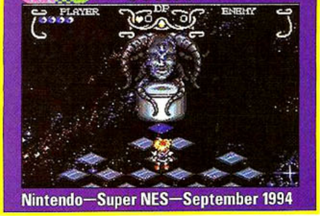
METAL GEAR



Konami—NES—June 1988

This classic, overhead perspective action-adventure never received the coverage it deserved in Power. What were we thinking? It's a true classic with lots of variety, items and exploration. We won't make the same mistake when its N64 counterpart, Hybrid Heaven, appears in mid 1998.

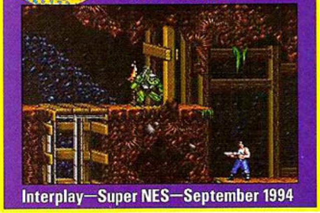
85 ILLUSION OF GAIA



Nintendo—Super NES—September 1994

Gaia featured excellent graphics, hand-to-hand combat and the single most horrific and selfless act in video gaming history when Hamlet the pet pig roasts himself for the benefit of a bunch of starving villagers. Pass the ketchup.

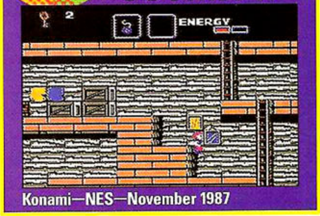
86 BLACKTHORNE



Interplay—Super NES—September 1994

One wonders what sort of rating this game would have received in today's system. Blackthorne was a favorite at Nintendo for its great animation and incredibly realistic death moans.

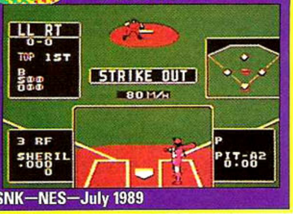
87 GOONIES II



Konami—NES—November 1987

Ten years ago, this title seemed pretty revolutionary. The secret passages that led from one part of the Fratelli hideout to another created a unique maze, and the use of a wide variety of items made this game very special indeed.

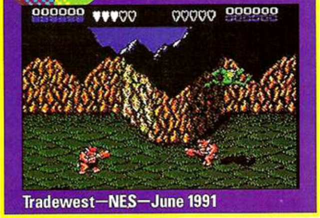
88 BASEBALL STARS



SNK—NES—July 1989

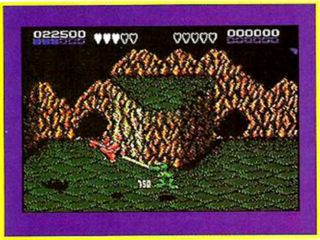
One of the first games to use full managing functions like trading, Baseball Stars also had a women's team option—the only one of its kind ever. What about the Griffey games? In-fighting over which was our favorite prevented them from scoring enough points to make the top 100.

89 BATTLETOADS

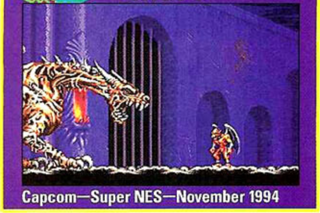


Tradewest—NES—June 1991

One of the wildest action games of the NES era, Battletoads featured three toads with 'tude. The graphics created by Rare were exceptional by any standard and the game was so challenging and fun we devoted an unprecedented 35 pages to it. Subsequent Battletoads games, such as Battletoads in Battlemaniacs, were also beautifully done, but they didn't have the impact of the original.



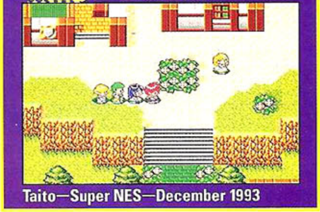
90 DEMON'S CREST



Capcom—Super NES—November 1994

The graphics were great and the play was varied and intense, but Demon's Crest never sold well. One week it actually managed to generate negative sales. How is that even possible? More people returned the game than bought it. They must have been even more brain damaged than our electorate that voted for this game.

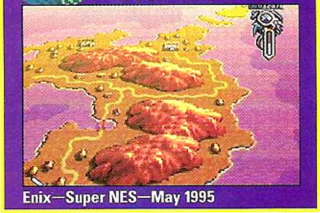
91 LUFIA AND THE FORTRESS OF DOOM



Taito—Super NES—December 1993

Lufia was great. We also wanted to mention Lufia II, which is a worthy successor but didn't bribe us enough to get into the top 100. Both Lufias blend RPG and adventure elements. Very tasty.

92 OGRE BATTLE

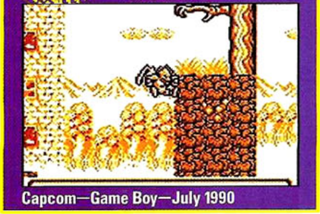


Enix—Super NES—May 1995

So, how is your alignment these days? Ogre Battle aligned RPG and strategy game play in a triumphant and liberating epic.

NINTENDO POWER

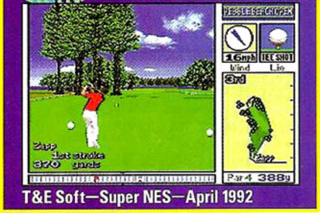
93 GARGOYLE'S QUEST



Capcom—Game Boy—July 1990

Gargoyle's Quest combined RPG and adventure elements, a large region to explore in the Ghoul Realm, and hours of fun. It also sold a lot better than its big brother, Demon Crest. Firebrand the gargoyle is one of the all-time great heroes.

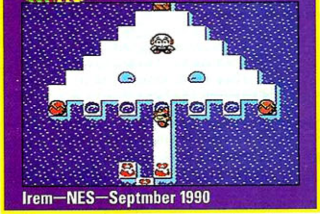
94 TRUE GOLF CLASSICS: PEBBLE BEACH



T&E Soft—Super NES—April 1992

The only thing better than True Golf Classics, Pebble Beach Golf Links would be a chance to actually play the course with Tiger as our caddy. The only reason that Golf for Game Boy scored higher is that you can't take Pebble Beach with you.

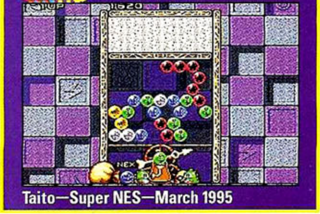
95 KICKLE CUBICLE



Irem—NES—Septmber 1990

Kickle's puzzle adventure reminded us of the Adventures of Lolo. Players had to freeze enemies and build bridges to pass through dozens of puzzling rooms.

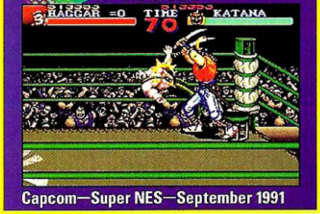
96 BUST A MOVE



Taito—Super NES—March 1995

In this unusual but involving puzzle game, players aimed a marble shooter to make combinations that would clear the screen. The trend we expected to see in puzzle shooters never materialized. Somehow it got sublimated into salad shooters. Weird.

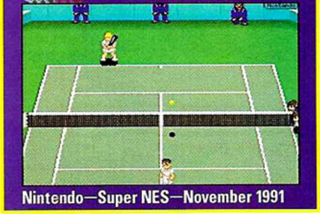
97 FINAL FIGHT



Capcom—Super NES—September 1991

The genre of scrolling fighter games reached its peak with the Final Fight series. Translated from the popular arcade games, cleaning up Metro City was a kick (and a punch) due to Capcom's excellent play control.

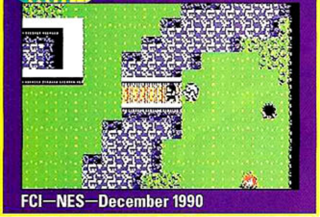
98 SUPER TENNIS



Nintendo—Super NES—November 1991

Unlike many video tennis games, Super Tennis wasn't just a glorified version of Pong. Great control and a realistic perspective made this game a winner in straight sets.

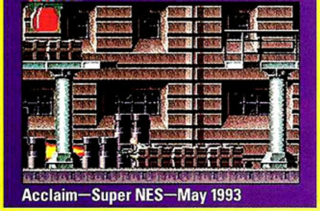
99 ULTIMA: QUEST OF THE AVATAR



FCI—NES—December 1990

One of the first RPGs to boast customized characters and multiple member parties, Avatar sent players on a virtuous quest. The story remains one of the best among epic games although the graphics would make a lung-fish look attractive. The Super NES Ultima games never really measured up.

100 ALIEN³



Acclaim—Super NES—May 1993

Finally, few games or movies based on exogenetic piracy have been successful, but Alien³ somehow got inside us. We got to go on the ultimate bug hunt and we didn't even have to shave our heads to do it.

so there...

That's it for the best 100 games of all time. We are the first to admit that lots of deserving games didn't make the cut. Many undeserving games failed to make the Worst list, as well. If we made you think about your favorite games, and why you like them, then we've succeeded. If you want to step outside and discuss our choices further, then we succeeded beyond our wildest expectations. Let us know what you think. Maybe when we put together our 200th anniversary issue, we'll invite you to the debate of the millenia.

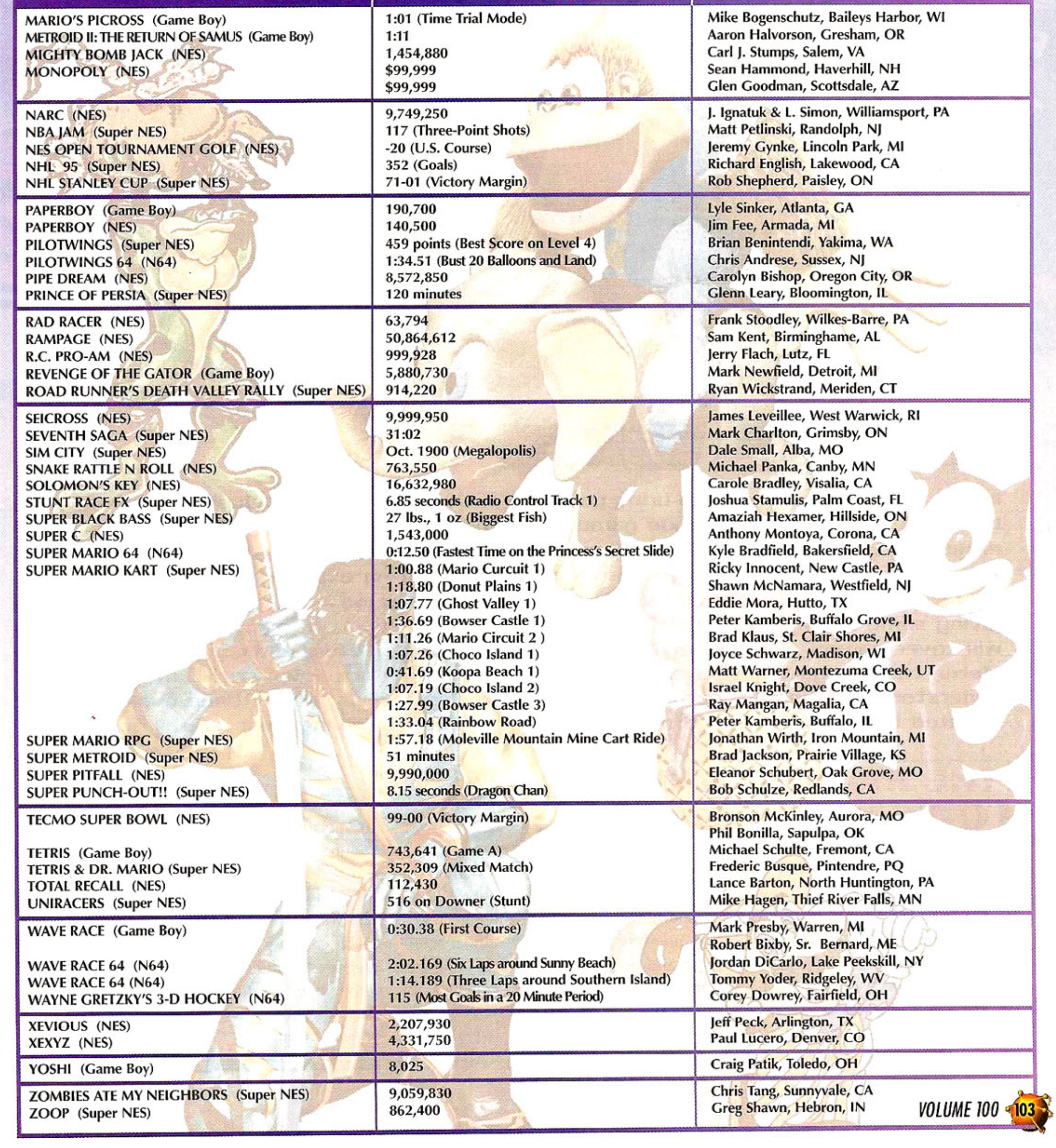
Nintendo Power's
100 All Time

The best scores from Abadox to Zoop! Listed below are the highest scores and best times ever to grace the 100 volumes of Nintendo Power!

GAME	HIGH SCORE	POWER PLAYERS
ABADOX (NES)	477,540	John Courson, Santa Fe, TX
A BOY AND HIS BLOB (NES)	120,000	Brian Schatzel, Medford, NY
AEROBIZ (Super NES)	$75,931,240	Dale Small, Alba, MO
ARKANOID (NES)	820,420	Jack Wang, Findlay, OH
AMAGON (NES)	284,200	Brian Tromley, Hampton, VA
ASTYANAX (NES)	10,529,900	Tony Chaves, San Leandro, CA
ATHENA (NES)	999,950	Michael Penkwitz, West Bend, WI
BALLOON FIGHT (NES)	999,750	D. Nash & N. Morales, San Pedro, CA
BASSIN'S BLACK BASS W/HANK PARKER (Super NES)	22.06 lbs.	John Parley Jr., Windsor Locks, CT
BATTLE TANK (Super NES)	250,880	John Brady, Fort Worth, TX
BUBBLE BOBBLE (NES)	2,755,250	Barry Rugg, Clavet, SK
BUST-A-MOVE (Super NES)	147,420	Wing Yau, Long Island City, NY
CASTLEVANIA ADVENTURE (Game Boy)	3,000,100	Jimmy Ryan, Washington, D.C.
DEFENDER (Game Boy)	999,950	James Loewen, Isabella, OK
DESERT STRIKE (Super NES)	895,200	James Schneider, Jackson, MI
DIG DUG (NES)	116,600	Eric Z. Moyer, Reading, PA
DISNEY'S DUCK TALES (NES)	$28,134,000	Luis Vazquez, Miami, FL
DONKEY KONG (NES)	150,700	Tyronne Vias, New York, NY
DONKEY KONG 3 (NES)	186,800	Jeurik Samborski, Quincy, MA
DONKEY KONG COUNTRY (Super NES)	1:08 (Time for 101%)	Moses Garcia, Hialeah, FL Jason Provost, Union City, NJ
DKC 2: DIDDY'S KONG QUEST (Super NES)	1:42	Sean Lui, Arcadia, CA
DKC 3: DIXIE KONG'S DOUBLE TROUBLE (Super NES)	2:07 (103%)	Ray Cullen, Dyer, IN
DKC 3: DIXIE KONG'S DOUBLE TROUBLE (Super NES)	2:27 (105%)	Donna Gretty, Tacoma, WA
DONKEY KONG LAND (Game Boy)	0:54 (100%)	Patrick Kinsey, Las Vegas, NV
DOOM (Super NES)	1:22 (Level 1)	Nate Grant, Seymour, MO
DOUBLE DRAGON (NES)	1,000,420	Chris Olejak, Spring, TX
DOUBLE DRIBBLE (NES)	999	Charles Verruggio, Wilkes-Barre, PA
DR. MARIO (NES)	6,617,100	Randall Hand, Meridian, MS
DUCKTALES (Game Boy)	$11,500,000 Collected	Andrew Marshall, Columbia, MO
EXCITEBIKE (NES)	0:49.79 (Track 1)	R. McGough & S. Beniller, Mt. Vernon, OH
	0:51.64 (Track 2)	Michael Simmons, Providence, UT
	0:52.81 (Track 3)	Tommy Messina, Milltown, NJ
	0:59.87 (Track 4)	David Siverman, Tenafly, NJ
	0:53.39 (Track 5)	Brian Smith, Holbrook, NY
F-1 RACE (Game Boy)	0:37.91 (Course 1)	Glen Parker, New Port Richey, FL
FELIX THE CAT (NES)	1,526,650	Michelle Emory, Denver, CO
FINAL FANTASY III (Super NES)	6,545 (Fewest Steps to Mog)	John Daily, Elizabeth, WV
FINAL FANTASY III (Super NES)	121 (Genji Gloves Collected)	Titan O'Connell, Marshfield, VT
FINAL FANTASY MYSTIC QUEST (Super NES)	2:54	Brian Bauer, Ashwaubenon, WI
FIST OF THE NORTH STAR (NES)	1,585,400	Jason & Shaun Thomas, Calgary, AB
GALAGA (NES)	18,059,010	Matt Hardwick, Bothell, WA
GHOSTS 'N GOBLINS (NES)	4,014,400	Brian Walker, St. Louis, MO
GOLF (Game Boy)	-24	Scott Looker, Denmark, WI
GOLF (NES)	-29	Gary Smith, Mason City, IL
IRON TANK (NES)	955,500	John Phung, Novato, CA
KEN GRIFFEY JR. PRESENTS MLB (Super NES)	193 Home Runs	Bernard Fagan, Middletown, RI
KID NIKI (NES)	3,609,500	Joseph Moses, Luana, IA
KILLER INSTINCT (Super NES)	1,062,800	Nathan Lukianenko, Kitchener, ON
KIRBY'S AVALANCHE (Super NES)	3,026,922	Matthew Neja, Chicago, IL
KIRBY'S PINBALL LAND (Game Boy)	7,466,600	Carl Patrizio, Aston, FL
LODE RUNNER (NES)	112,600	Juan Linarte, Brownsville, TX
LOW G-MAN (NES)	564,900	Brian Millette, Woonsocket, RI
MADDEN '96 (Super NES)	61 yards	Philip Sites, Billings, MT
MADDEN NFL '95 (Super NES)	59 Yards	David Hoffman, Gibsonia, PA
MARBLE MADNESS (NES)	983,000	Wayne Montle, Guysville, OH
MARIO BROS. (NES)	9,999,950	Chris Shepard, Champaign, IL

NES ACHIEVERS
Player's Forum
your best shot!

Best Scores



GAME	HIGH SCORE	POWER PLAYERS
MARIO'S PICROSS (Game Boy)	1:01 (Time Trial Mode)	Mike Bogenschutz, Baileys Harbor, WI
METROID II: THE RETURN OF SAMUS (Game Boy)	1:11	Aaron Halvorson, Gresham, OR
MIGHTY BOMB JACK (NES)	1,454,880	Carl J. Stumps, Salem, VA
MONOPOLY (NES)	$99,999	Sean Hammond, Haverhill, NH
	$99,999	Glen Goodman, Scottsdale, AZ
NARC (NES)	9,749,250	J. Ignatuk & L. Simon, Williamsport, PA
NBA JAM (Super NES)	117 (Three-Point Shots)	Matt Petlinski, Randolph, NJ
NES OPEN TOURNAMENT GOLF (NES)	-20 (U.S. Course)	Jeremy Gynke, Lincoln Park, MI
NHL 95 (Super NES)	352 (Goals)	Richard English, Lakewood, CA
NHL STANLEY CUP (Super NES)	71-01 (Victory Margin)	Rob Shepherd, Paisley, ON
PAPERBOY (Game Boy)	190,700	Lyle Sinker, Atlanta, GA
PAPERBOY (NES)	140,500	Jim Fee, Armada, MI
PILOTWINGS (Super NES)	459 points (Best Score on Level 4)	Brian Benintendi, Yakima, WA
PILOTWINGS 64 (N64)	1:34.51 (Bust 20 Balloons and Land)	Chris Andrese, Sussex, NJ
PIPE DREAM (NES)	8,572,850	Carolyn Bishop, Oregon City, OR
PRINCE OF PERSIA (Super NES)	120 minutes	Glenn Leary, Bloomington, IL
RAD RACER (NES)	63,794	Frank Stoodley, Wilkes-Barre, PA
RAMPAGE (NES)	50,864,612	Sam Kent, Birminghame, AL
R.C. PRO-AM (NES)	999,928	Jerry Flach, Lutz, FL
REVENGE OF THE GATOR (Game Boy)	5,880,730	Mark Newfield, Detroit, MI
ROAD RUNNER'S DEATH VALLEY RALLY (Super NES)	914,220	Ryan Wickstrand, Meriden, CT
SEICROSS (NES)	9,999,950	James Leveillee, West Warwick, RI
SEVENTH SAGA (Super NES)	31:02	Mark Charlton, Grimsby, ON
SIM CITY (Super NES)	Oct. 1900 (Megalopolis)	Dale Small, Alba, MO
SNAKE RATTLE N ROLL (NES)	763,550	Michael Panka, Canby, MN
SOLOMON'S KEY (NES)	16,632,980	Carole Bradley, Visalia, CA
STUNT RACE FX (Super NES)	6.85 seconds (Radio Control Track 1)	Joshua Stamulis, Palm Coast, FL
SUPER BLACK BASS (Super NES)	27 lbs., 1 oz (Biggest Fish)	Amaziah Hexamer, Hillside, ON
SUPER C (NES)	1,543,000	Anthony Montoya, Corona, CA
SUPER MARIO 64 (N64)	0:12.50 (Fastest Time on the Princess's Secret Slide)	Kyle Bradfield, Bakersfield, CA
SUPER MARIO KART (Super NES)	1:00.88 (Mario Curcuit 1)	Ricky Innocent, New Castle, PA
	1:18.80 (Donut Plains 1)	Shawn McNamara, Westfield, NJ
	1:07.77 (Ghost Valley 1)	Eddie Mora, Hutto, TX
	1:36.69 (Bowser Castle 1)	Peter Kamberis, Buffalo Grove, IL
	1:11.26 (Mario Circuit 2)	Brad Klaus, St. Clair Shores, MI
	1:07.26 (Choco Island 1)	Joyce Schwarz, Madison, WI
	0:41.69 (Koopa Beach 1)	Matt Warner, Montezuma Creek, UT
	1:07.19 (Choco Island 2)	Israel Knight, Dove Creek, CO
	1:27.99 (Bowser Castle 3)	Ray Mangan, Magalia, CA
	1:33.04 (Rainbow Road)	Peter Kamberis, Buffalo, IL
SUPER MARIO RPG (Super NES)	1:57.18 (Moleville Mountain Mine Cart Ride)	Jonathan Wirth, Iron Mountain, MI
SUPER METROID (Super NES)	51 minutes	Brad Jackson, Prairie Village, KS
SUPER PITFALL (NES)	9,990,000	Eleanor Schubert, Oak Grove, MO
SUPER PUNCH-OUT!! (Super NES)	8.15 seconds (Dragon Chan)	Bob Schulze, Redlands, CA
TECMO SUPER BOWL (NES)	99-00 (Victory Margin)	Bronson McKinley, Aurora, MO
		Phil Bonilla, Sapulpa, OK
TETRIS (Game Boy)	743,641 (Game A)	Michael Schulte, Fremont, CA
TETRIS & DR. MARIO (Super NES)	352,309 (Mixed Match)	Frederic Busque, Pintendre, PQ
TOTAL RECALL (NES)	112,430	Lance Barton, North Huntington, PA
UNIRACERS (Super NES)	516 on Downer (Stunt)	Mike Hagen, Thief River Falls, MN
WAVE RACE (Game Boy)	0:30.38 (First Course)	Mark Presby, Warren, MI
		Robert Bixby, Sr. Bernard, ME
WAVE RACE 64 (N64)	2:02.169 (Six Laps around Sunny Beach)	Jordan DiCarlo, Lake Peekskill, NY
WAVE RACE 64 (N64)	1:14.189 (Three Laps around Southern Island)	Tommy Yoder, Ridgeley, WV
WAYNE GRETZKY'S 3-D HOCKEY (N64)	115 (Most Goals in a 20 Minute Period)	Corey Dowrey, Fairfield, OH
XEVIOUS (NES)	2,207,930	Jeff Peck, Arlington, TX
XEXYZ (NES)	4,331,750	Paul Lucero, Denver, CO
YOSHI (Game Boy)	8,025	Craig Patik, Toledo, OH
ZOMBIES ATE MY NEIGHBORS (Super NES)	9,059,830	Chris Tang, Sunnyvale, CA
ZOOP (Super NES)	862,400	Greg Shawn, Hebron, IN

Your Power Guide To The Latest Releases
September 1997
NOW PLAYING
Nintendo
N64
Game Boy
Super NES
NOW PLAYING Vol. 1

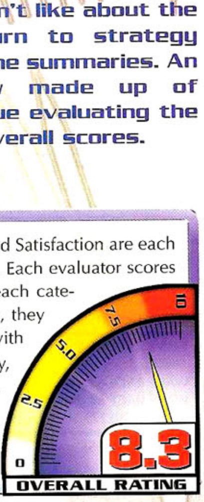
NEW PLAYING

In our never ending quest to bring you the best and most useful Nintendo game coverage on Earth, Nintendo Power proudly unveils the new Now Playing. This month, we're introducing the new features and giving some examples of how Now Playing will cover games. What's new? Our Power Meter rating system was a bit hard to understand in the old format, so we've updated it, simplified it, and made it more useful. We're also including detailed information on each category for every game. The quick overview of each game will be replaced by expanded critical coverage of the things we liked or didn't like about the game. You can still turn to strategy reviews for story and game summaries. An expanded review crew made up of Nintendo Pros will continue evaluating the games and giving their overall scores.

THE RATINGS GAME

A-7.5
D-9.1
E-7.2
H-8.5
L-9.0
P-7.6
SD-8.3
SP-9.1

The new Power Meters have been designed to give you a fast, clear measure of a game's quality in significant categories. The five new categories include Graphics, Play Control, Game Design, Satisfaction, and Sound. Instead of using the old five point system, we've turned to a ten point system, which allows for finer judgment calls and quicker evaluations. We've also weighted the system so that some categories are worth a bit more than others. In the new scheme of things, Graphics and Play Control are each worth 20%, Game Design and Satisfaction are each worth 25%, and Sound is worth 10%. Each evaluator scores a number between one and ten for each category. When all the evaluations are in, they are averaged. In this way, we end up with a final score for each category. Finally, we weight the categories by their percentages to get the overall rating. The same process is used to derive overall ratings for each evaluator.



DATA BOX

Here you'll find fast facts and useful bits of information, everything from a picture of the game box to the number of levels in the game. You'll also find expected release dates, ESRB rating information, number of players supported in the different gaming modes, and compatibility with accessories such as the Rumble Pak and Controller Paks.

SCREEN SHOTS

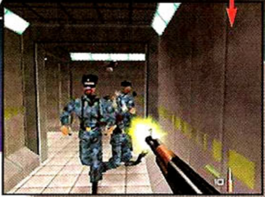
At least two screen shots of every game will be shown as an example of the quality of graphics and game play elements or game modes.

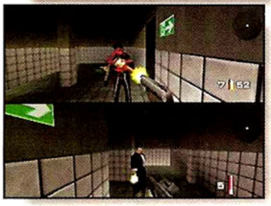
GOLDENEYE 007
NINTENDO 64

GOLDENEYE 007

- Nintendo/96 megabits
- 4 game save slots
- Rumble Pak compatible
- 1 to 4 players simultaneously
- 20 stages + 11 multi-player-only stages
- Release date: August 1997

TEEN
T
AGES 13+
ESRB





The most exciting mission adventure of all time comes to life only on the N64.

GRAPHICS: Every detail is sharp and realistic, an amazing feat, exceeding even the high standards set by Turok. Remarkably, Rare used very little fog and yet you almost never see polygons popping up in the distance. Even more impressive is the level of detail and high frame rate in the multiplayer game, even on a 13" TV.

PLAY CONTROL: There are some cool features such as zooming, kneeling, ducking into and out of cover, and climbing ladders.

GAME DESIGN: GoldenEye advances the Doom genre by adding a variety of strategic mission requirements. The multiplayer option is incredibly fun and should be considered just as important as the mission mode. The Rumble Pak adds to the excitement, plus it's useful to feel when you've taken a hit. The cheat menu is very cool.

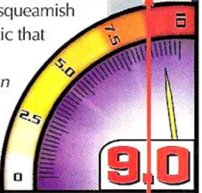
SOUND: Incredible music and effects.

SATISFACTION: Many of the evaluators feel that GoldenEye is one of the best executed games of all time. If there's a downside to GoldenEye, and we had to struggle to come up with one, it's that squeamish players may find death animations are so realistic that they close their eyes and wind up getting shot.

COMMENTS: DAN: *The realistic level design makes it feel as if you are Bond.*

SCOTT P: *I think the multiplayer mode gives it incredible replay value.*

SCORES
A-9.4
D-9.1
E-8.5
H-8.8
L-8.7
P-9.3
SD-8.6
SP-9.4
S-8.7
T-9.4



9.0
OVERALL RATING

GRAPHICS=**8.9** PLAY CONTROL=**8.4** GAME DESIGN=**8.8** SATISFACTION=**9.5** SOUND=**9.0**

CATEGORY SCORES

These are the total scores for each category. Ten is the highest ranking while one is the lowest. Five is an average game score. When considering scores, the evaluators will make comparison judgements with other games of the same genre, system and time frame. In other words, Super NES RPGs won't be judged comparatively against N64 action games.

CRITIQUES

The central part of each game review covers the highs and lows by category. You'll see why a game scored as it did and learn how it compares to similar games, and our pro evaluators will tell you exactly what they think about the games. Some categories may not require coverage in this manner, depending on the game and the evaluations.

OVERALL & INDIVIDUAL SCORES

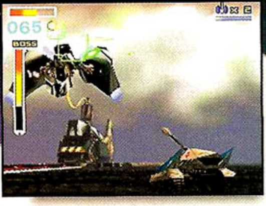
The Power Meter in the corner shows the overall, weighted score derived from the individual scores listed in the side bar.

STAR FOX 64
INCLUDES RUMBLE PAK

STAR FOX 64

- Nintendo/96 megabits
- No game save feature
- Rumble Pak compatible
- One Rumble Pak included with game
- 1 to 4 players simultaneously
- 15 stages + 3 multiplayer arenas
- Release date: June 1997

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

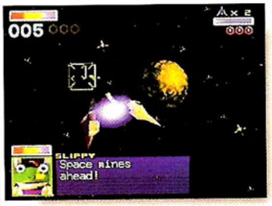


SCORES
- A-8.2
- D-8.4
- E-8.5
- H-8
- L-9.4
- P-9.0
- SD-7.7
- SP-9.0
- S-7.7
- T-8.5

Another stellar performance on the N64 from the master of Nintendo.

GRAPHICS The animation of boss characters and the smooth motion along the flight path are both impressive. The use of 3-D characters to create cinema scenes will become standard in future games that emphasize stories.

PLAY CONTROL The controls are intuitive and responsive. With the extra feedback from the Rumble Pak, Star Fox 64 has the immersive, in-the-cockpit feel that you want in a flier, comparable to the flight stages in Shadows of the Empire.



GAME DESIGN The All Range Mode adds a sense of freedom that is missing from the corridor flight paths of the original Star Fox. Unfortunately, when you have to quit in mid-battle, the lack of a game save feature is irritating.

SATISFACTION Some players blow through the easiest paths quickly and think they've seen it all. But there are hidden depths, particularly for players who take on the challenge of collecting all the medals.

SOUND The use of real-time voice messages was a great innovation although several of the character voices didn't live up to expectations.

COMMENTS DAN: *The multiplayer mode is a real plus even if the story is pretty much the same as the original.* SCOTT P: *After Star Fox 64 and GoldenEye, games without multiplayer options may seem like they're missing something—that's a major change.*

0 2.5 5.0 7.5 10

8.4

OVERALL RATING

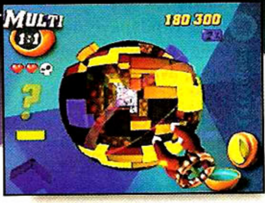
GRAPHICS=8.7 PLAY CONTROL=8.8 GAME DESIGN=8.3 SATISFACTION=8.2 SOUND=8.0

TETRISPHERE

TETRISPHERE

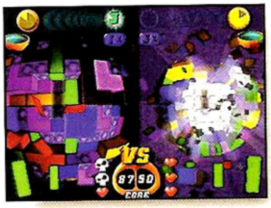
- Nintendo/64 megabits
- Internal memory back-up
- Not compatible with Controller or Rumble Paks
- 1 player, 2 player simultaneous,
- 8-player tournament alternating
- 6 modes of play & 100 puzzle levels

KIDS TO ADULTS K-A CONTENT RATED BY ESRB



SCORES
- A-8.4
- D-7.4
- E-7.2
- H-6.8
- L-8.0
- P-8.1
- SD-7.8
- SP-7.5
- S-8.7
- T-7.8

A great new Tetris puzzle challenge comes to the Nintendo 64.



GRAPHICS: No other puzzle game even comes close to the rich graphics of Tetrisphere. Graphics often aren't impressive in puzzle games, but in Tetrisphere you need to be able to distinguish blocks in 3-D space and at different distances, so the clarity of the graphics is very important and the use of shading and special effects gives players vital clues during the game.

PLAY CONTROL: It takes a little while to get used to the moves, especially the sliding technique.

GAME DESIGN: You have to learn to love this game because it is not intuitive at all. The Hide & Seek mode has variety, and the puzzles, multiplayer mode and Rescue mode are all captivating.

SATISFACTION: Puzzle fans who want a challenge will love the variety and intensity of this game, but anyone looking for a quick Tetris experience may be put off by the game's complexity.

SOUND: H2O really did a great job with the music, which has been described as a sort of techno funk style.

COMMENTS: ERICH: *The magic items are great rewards for combos and the tiered combo system is very addictive for hard core gamers.* SONJA: *It's totally addicting and has great replay value, but to master the game, you have to think spatially.*

0 2.5 5.0 7.5 10

7.8

OVERALL RATING

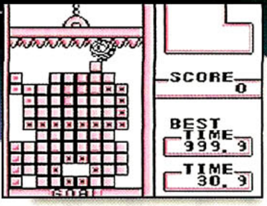
GRAPHICS=7.9 PLAY CONTROL=7.5 GAME DESIGN=7.3 SATISFACTION=8.1 SOUND=8.1

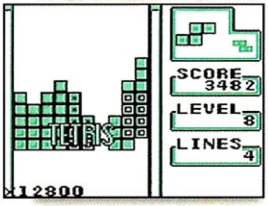
Nintendo
GAME BOY
TETRIS PLUS
K-A
Nintendo

TETRIS PLUS

- Nintendo/2 megabits
- Battery backed-up memory
- 1 to 2 players simultaneous
- Game link
- Super Game Boy enhanced
- Puzzle mode

KIDS TO ADULTS K-A CONTENT RATED BY ESRB





The most comprehensive Tetris clone ever for Game Boy.

GRAPHICS: The game window in Tetris Plus provides a clear playing field, which is the most important consideration, but the symbols that indicate game status in the two-player mode are ambiguous and hard to see.

PLAY CONTROL: No problems here. Tetris Plus uses standard Tetris rotation controls.

GAME DESIGN: The custom puzzle editor and ten puzzle save slots are an interesting addition aimed at hard core Tetris fans. The inclusion of the Professor, who stands atop the tetrad blocks and who will be squashed if you let the blocks stack up too high, doesn't add much strategically to the game, but his presence does give you a sense of urgency.

SATISFACTION: If you don't have Tetris for Game Boy, then this is the game that has it all, and then some due to the new puzzle mode.

SOUND: Another weakness of the game, the music isn't nearly as good as the music in the original Tetris. You'll probably end up turning it all the way down.

COMMENTS: DAN: *With the inclusion of the original Tetris, this game is a very good value.* ERICH: *The puzzle mode adds a new twist to a classic game.* SCOTT P: *The two-player game is fun, but you don't often find another player with a Game Link and the same game.*

Game Boy

SCORES

A-7.5
D-6.4
E-6.8
H-6.1
L-8.0
P-7.3
SD-5.8
SP-6.4
S-5.5
T-7.3

6.7

OVERALL RATING

GRAPHICS=**6.4** PLAY CONTROL=**7.5** GAME DESIGN=**7.1** SATISFACTION=**6.7** SOUND=**5.2**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures
DAN-Action, Adventures, Sports
ERICH-Sports, RPGs, Adventures
HENRY-Fighting, Action, Sports
LESLIE-RPGs, Simulations, Adventures
PAUL-Fighting, Sports, Simulation
SCOTT D.-Action, Fighting, RPGs
SCOTT P.-Sports, Simulations, Adventures
SONJA-Puzzles, RPGs, Fighting
TERRY-RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect it's overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%
GRAPHICS: 20%
SATISFACTION: 25%
PLAY CONTROL: 20%
SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

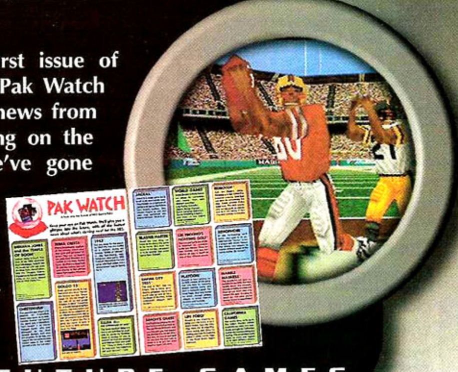
NR Games that were released prior to the commencement of the ratings system are designated NR.

EC Early Childhood
K-A Kids to Adult
M Mature (17+)
T Teen (13+)
AO Adult (18+)

PAK WATCH

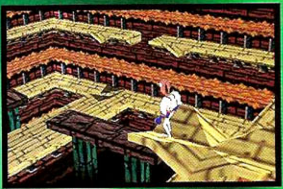
THE INSIDE SOURCE ON FUTURE GAMES

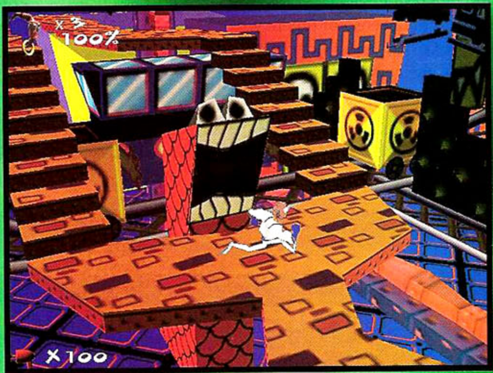
From the very first issue of Nintendo Power, Pak Watch has brought you news from developers working on the latest games. We've gone from two pages and hardly any photos to six pages and early hands-on play tests of games.

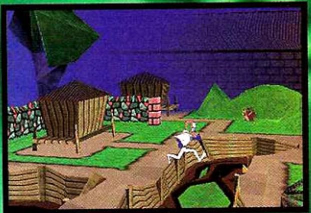


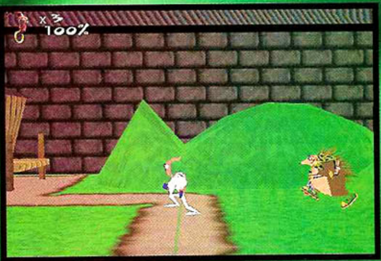
EARTHWORM JIM 3

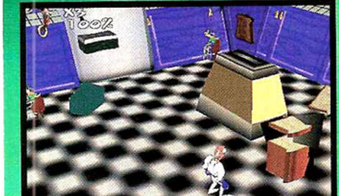
One of our greatest wishes came true when we visited the Interplay booth at E3. There we were met by a demo video of Earthworm Jim 3, currently in the works at Scottish developer, Vis Interactive. It begins in typically hilarious fashion as a spoof of the early James Bond movie, Goldfinger, complete with gun barrel, dancing cows in place of dancing girls, and psychedelic effects. Jim's latest trouble starts when a cow lands on his head and knocks him silly. The game takes place in 3-D worlds thematically based on parts of Jim's scrambled brains. For instance, one stage will be based on Jim's fears while another will be based on his aggression or intelligence. Pak Watch asked EWJ 3 game designer, Stephen Hewitt, about making the game funny for an international audience. "It has to be visual," said Hewitt. "Puns don't work very well when they have to be translated. What's most important is that there has to be a sort of logic behind what happens. It can be twisted, but things have to make some sort of sense." He went on to say that the game used Real Worm motion capture and featured lots of hedgehogs. Along with familiar characters like Psy Crow, you'll also meet newbies such as Claw Capaldi, a hulking lobster who comes across like Marlon Brando. Look for the fun to begin in the spring of '98.

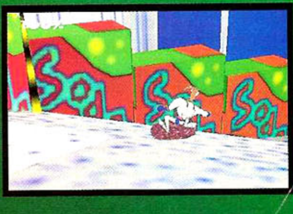








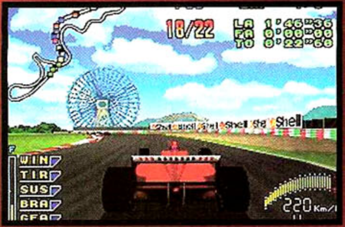




F 1 POLE POSITION

Ubi Soft qualifies for the N64 tournament of champions with its upcoming F1 simulator, F1 Pole Position 64. The qualifying run took us around the world, to 16 famous F1 race sites ranging from road courses to specially designed race tracks. Competing for the checkered flags are the top Formula 1 drivers in the world...and you. A ten lap race might go something like this. You peel out in the sunshine with unlimited visibility and ideal track conditions. After five laps the clouds move in and the rain pours down. Your pit crew radios you a message to come in, so at the next opportunity, you pull in to the pits to switch to rain tires and gas up. Back on the track, you have to make up lost ground while watching out for cars that litter the side of the track. Apparently they didn't prepare for the rain and spun out. Now and then, you quickly glance at your rearview to see if anyone is in your slipstream. When a red light appears on the dash, it's time to shift up and push your speed even higher. One by one, you move past last year's champion, the winner at Monte Carlo, and the Australian Grand Prix champ. This could be your year for glory.

The experience of F1 turned out to be an impressive simulation of racing. The car feels realistic and the courses are demanding. You can't just step on the gas and blow past the competition. You have to know how to take corners, how to brake and use the proper equipment. The use of advanced techniques like slipstreaming also may make or break your day. Although the graphics suffer from popping polygons, you'll never notice it when you're behind the wheel because you have to concentrate so hard on the road and what you're doing. The ten lap race feels much longer than most video races and the amount of strategy required to place high in the finishing order makes F1 a special game with high replay value. Developed in Japan by Human and published by Ubi Soft, which is based in France, F1 Pole Position 64 should reach North America this October.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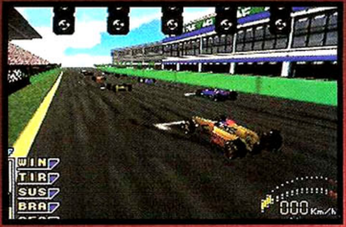
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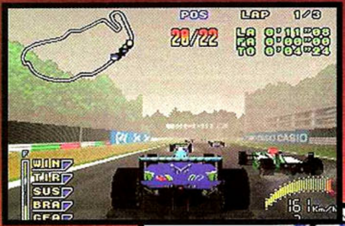
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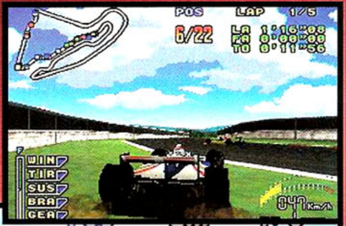
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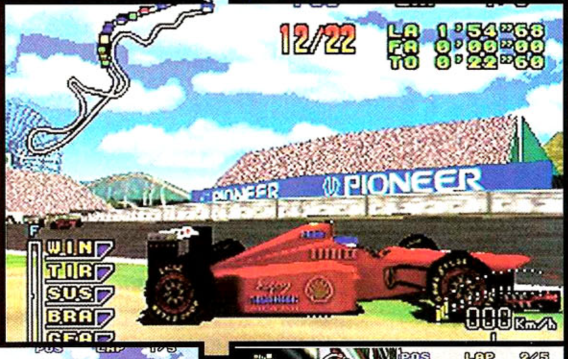
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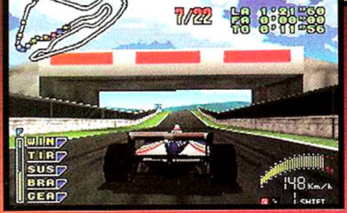
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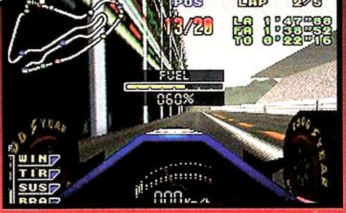
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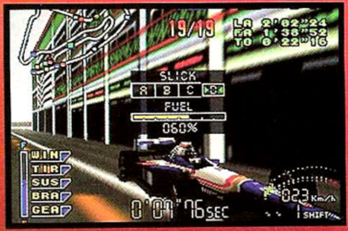
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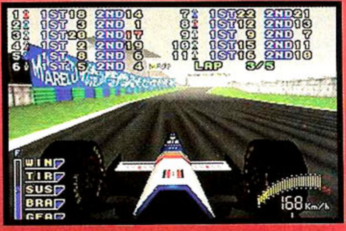
LAP 3/5
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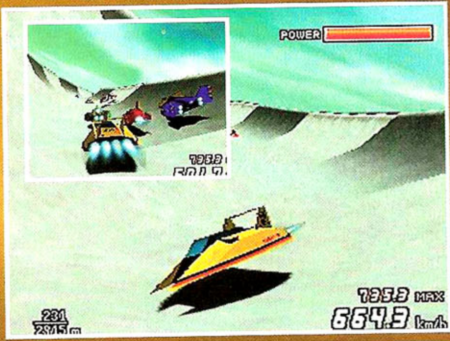
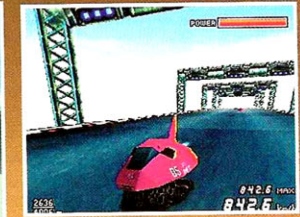
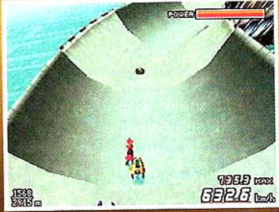
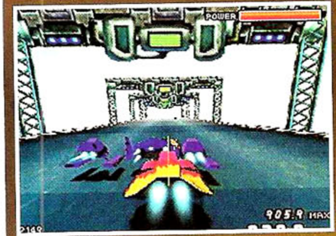
F-ZERO 64

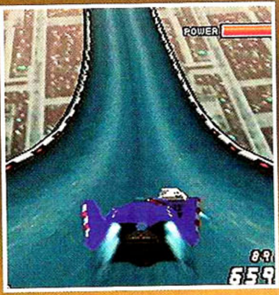
It's never too early for more shots of F-Zero 64. The latest video we received from Nintendo's magical kingdom of development in Kyoto shows everything we want to see—cool cars, long, twisting courses and lots of speed. Since the cars hover above the track surface, they can swoop along curved surfaces like troughs for steep banking maneuvers. Some of the tracks make vertical loops while others corkscrew. It's too early still to tell how many cars and tracks will be in the final version, but already the variety we've seen promises a big game. There's no word out of EAD yet about Rumble Pak compatibility or a four-player mode, but it's almost inconceivable that F-Zero 64 won't include both features. We're hoping for an early 1998 release on this game.

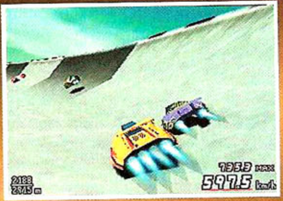






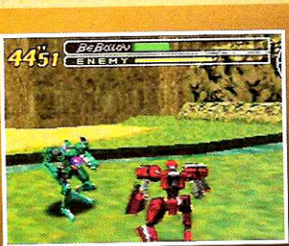


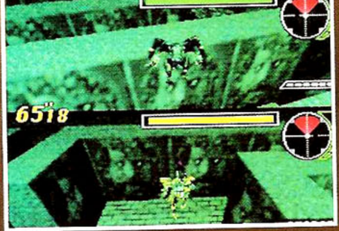


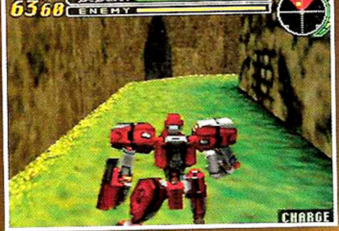


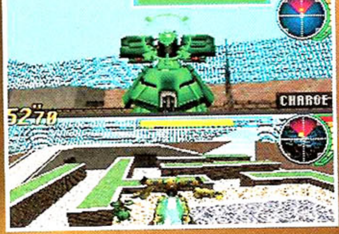
LEGION X

Hudson Soft surprised a lot of people by pulling this robo-dueling game out of its hat at E3. Now, they're surprising us even more with the game before the end of summer. Legion X features mech-like characters battling each other in mazes. At this stage of development, there are nine battle arenas, each inhabited by a boss mech. The two-player mode lets you choose from any of the mechs and most of the mazes. Your Pak Patrol found that the two-player mode was where the action was. AI, at this stage of development, wasn't stunning for the story mode and it was a simple matter to defeat most of the mechs. In addition to choosing different mechs, players can customize their metal alter ego by giving it different weapons and shields. Tactics are usually a matter of how close you should be when you attack and if you should stand and fight or flit around, looking for an ambush. Hudson has not made plans to publish the game in North America. Instead, they hope to sell Legion X to another company for distribution. Dual Heroes, a more traditional fighting game, finds itself in the same predicament of being ready to rock and roll but having no publisher to start the party.

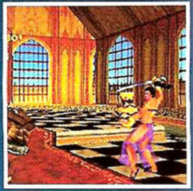


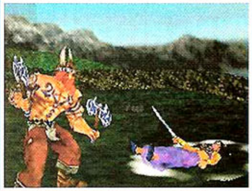


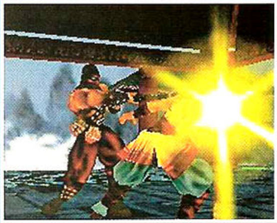




MACE 64

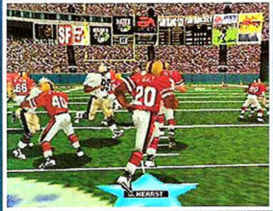






In spite of living in a world shrouded in pestilence and war, the characters in Mace are pretty well duded up. They look nice when they move and they look nice when they're engulfed in flame. Excellent 3-D character graphics and animation mark this tournament fighter as something different. Midway's adaptation of the arcade brawler certainly makes better use of the N64 than Mortal Kombat Trilogy or War Gods due to its extensive use of polygonal 3-D settings and fighters. There are 18 fighters representing medieval cultures from around the world and and 13 battle arenas with perilous boundries that can be just as dangerous as your opponent. If your taste in decor runs to heads on spikes, then Mace: The Dark Age will be right up your alley when it's released next month.

MADDEN 64



Surprises like this make every month around Pak Watch a desperate rush to bring you the breaking news. According to our sources at EA Sports, they were just as surprised as the rest of the world at the progress of Madden 64 at Tiburon Entertainment. Madden 64 will feature 3-D graphics, plus AI and game play based on years of success with the 16-bit Madden series. The game will include 120 current and historic teams, always a big part of a Madden game, and the 1997 NFLPA rosters along with 30 stadiums modelled after actual facilities. The one glaring omission is the NFL license for real teams and logos. The development team has promised a helmet cam that puts you in a first person perspective right down on the field. The word from EA Sports is that the game will be ready this fall, although by August it was only about 50% complete. If Madden 64 really makes it to the stadium in the next couple of months, football fans are going to have a tough time choosing between gridiron games. But competition is what it's all about in sports. Bring 'em on.

THE FIRST 100 NINTENDO 64 GAMES

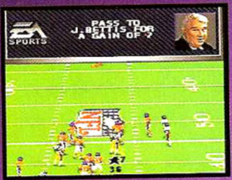
We're taking our best stab at seeing into the future this month by predicting the first 100 games to be released on the N64. Obviously, the games that have already been released are on the list, indicated by bullets. Judging by the state of completion and the track record of the developer, we think our list will be pretty close. You'll even notice a few games without official titles. We know they're on the way, but no official announcement has been made.

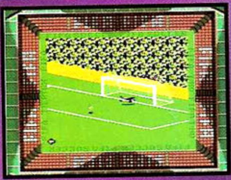
ADDAMS FAMILY PINBALL
AEROFIGHTERS ASSAULT
BANJO-KAZOOIE
BIO FREAKS
•BLAST CORPS
BODY HARVEST
BUGGIE BOOGIE
CLAYFIGHTER 63⅓
COMMAND & CONQUER
CONDEMNED
CONKER'S QUEST
•CRUIS N USA
•DARK RIFT
•DOOM 64
DRACULA 3D
DRAGON STORM
DUAL HEROES
DUKE NUKEM 64
EARTHBOUND 64
EARTHWORM JIM 3
EXTREME SPORTS
EXTREME G
F-1 POLE POSITION
F-ZERO 64
•FIFA SOCCER 64
FIFA WORLD CUP
FORSAKEN
FREAK BOY
•GOLDENEYE 007
HEXEN
HYBRID HEAVEN
•INTERNATIONAL SUPERSTAR SOCCER 64
JEOPARDY!
•KILLER INSTINCT GOLD
KIRBY'S AIR RIDE
KNIFE EDGE
KONAMI BASEBALL
LAMBORGHINI CHALLENGE 64
LEGEND OF THE MYSTICAL NINJA
LEGION X
LODE RUNNER
MACE: THE DARK AGES
MADDEN 64
•MARIO KART 64

INSIDER UPDATE

SUPER SPORTS

THQ hasn't forgotten about long-suffering Super NES players who haven't seen many new 16-bit games recently. This fall and winter, THQ plans to release four sports games for the Super NES and Game Boy, including NHL '98, Madden NFL '98 and NBA Live '98 for the Super NES and FIFA Road to the World Cup '98 for Game Boy. The three 16-bit games will be the last of these popular EA Sports franchise products for the Super NES. Each includes updated rosters, league and players' association licenses, and several new features. NHL features new AI that takes into account hot or cold streaks and even adds an intelligent crowd. Madden includes a new Rookie level of difficulty for easy play, plus updated art and an option to replay the last 10 Super Bowls. A new practice mode in NBA Live gives players a chance to learn and master the moves. You'll also find a new view option that allows continuous offensive play at one end of the court. On Game Boy, the FIFA license is joined for the first time by the World Cup license. Collectors and fans alike should check them out, beginning this October when the first titles should be released.





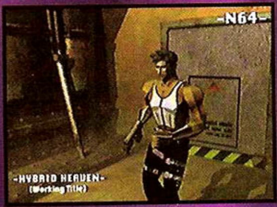
NEWS BRIEFS

Here's a quick rundown of the latest news in the gaming world. Namco, the maker of countless arcade hits and Playstation titles, is off the fence at last and is working on at least two N64 games. Family Stadium 64 will bring the popular Japanese baseball game to the Nintendo 64. The big news for RPG fans is that several of the developers of Tales of Phantasia are working on an N64 game that is a sequel of the epic.

Closer to home, THQ announced that it has signed an agreement with Universal Studios Consumer Products Group to develop, publish and distribute The Lost World: Jurassic Park for Game Boy. THQ hopes to release the game this October, but that probably isn't realistic. Expect it to storm into stores near the end of the year or in the first quarter of 1998.

Farming fans will be happy to hear that Natsume, having managed to launch Harvest Moon successfully, will try to extend that success with two more Harvest Moon games. This winter we should start looking for a Game Boy version of the unusual RPG/Sim. Then, sometime in 1999, an N64 Harvest Moon will be ready for planting. It may seem like a long time to wait, but farming is all about patience.

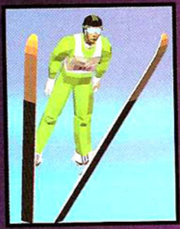
Konami rushed us some exclusive shots of Hybrid Heaven just in time to make the 100th issue of Nintendo Power. These screen captures were taken from the same video that ran at E3, surprising everyone both with the existence of the game and the quality of the graphics. Our sources at Konami report that Hybrid Heaven is just a temporary name and that the theme is based on the Metal Gear franchise. The demo animations from one of the Osaka development groups at Konami shows a wide variety of moves and types of action, from standard fighting to climbing and jumping moves that look more like platform action. But it's all in 3-D and the graphics on this computer- generated demo look amazing.



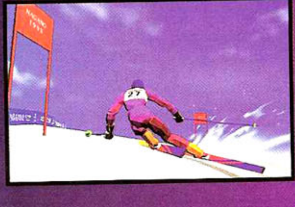
CLAY FIGHTER 63⅓

The best laid plans often go astray, but the delay of the release of Clay Fighter 63⅓ from Interplay has not been without benefit. The game is now much faster and prettier than the alpha version we previewed in June. With enhanced frame rates and lighting, the 3-D arenas have truly come to life. At this point, it seems that the development team just doesn't want to stop adding cool little extras, but by the time you read this article, Clay Fighter 63⅓ should be entering production. Expect to see it at your N64 retailer this month.

NAGANO WINTER OLYMPICS '98

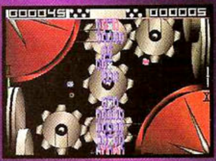


It may seem early to be talking about the Olympics after last year's games in Atlanta, but the Winter games in Nagano, Japan are just around the corner. Konami's N64 Nagano Winter Olympics '98 is set to capture the spirit and excitement of many featured sports at the games, including multi-player competition in freestyle skiing, bobsled, luge, downhill, speed skating, ski jumping and other winter sports. Konami is making use of detailed, 3-D characters and is modelling each site after the actual site in Nagano. The game looks to be moving ahead rapidly and should be ready by the opening ceremonies this winter in Japan.



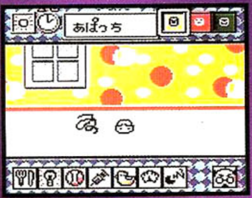
DIGIPEN MOVES TO REDMOND

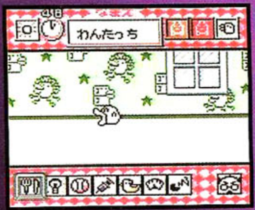
DigiPen, the only school in North America to offer degrees in real-time interactive simulation, or game design and programming, will have a new campus beginning in January. DigiPen will take over much of one of Nintendo's corporate buildings in Redmond, WA, converting it into a world-class computer science lab complete with lecture areas, recreation facilities and a technical library. As many as 100 students will be enrolled in two degree programs—a two-year associate of science degree and a four-year bachelors of science degree, both approved by the higher education coordinating board of Washington State. In addition to classes covering every discipline of programming and graphic arts, students will take electives focusing on mathematics and physics. If it all sounds pretty intense, it is. Students regulary spend more than 12 hours a day in classes and labs. Each semester, small groups of students learn by actually producing computer games as class projects. At $300 per credit, the tuition is comparable to traditional schools, and the pay off is that you'll learn cutting edge techniques that could be your key to working in the gaming industry. Recent DigiPen graduates can be found in companies such as Nintendo, Konami, Iguana Entertainment and Electronic Arts. If you want to learn more about DigiPen's programs, you can call 604-682-0300, or send e-mail to JCHU@DIGIPEN.com. You might also want to stop by the DigiPen web site at WWW.DIGIPEN.COM to check out art created by the students.



TOMAGOTCHI FOR GAME BOY

The Tomagotchi craze that hit North America this year washed over Japan first. So it should come as no surprise that Tomagotchi's have evolved in Japan. Now there is a Game Boy version, which reportedly sold over 300,000 copies in the first few weeks. On Game Boy, you can name your Tomagotchi and care for three of the little aliens at one time. There are more activities to keep them happy, such as Tomagotchi races and beauty contests. There's no word yet on when this latest mania will strike us, but Bandai's top brass were spotted at Nintendo of America recently, suggesting that it may not be a long wait.





THE FIRST 100 NINTENDO 64 GAMES

NP 100

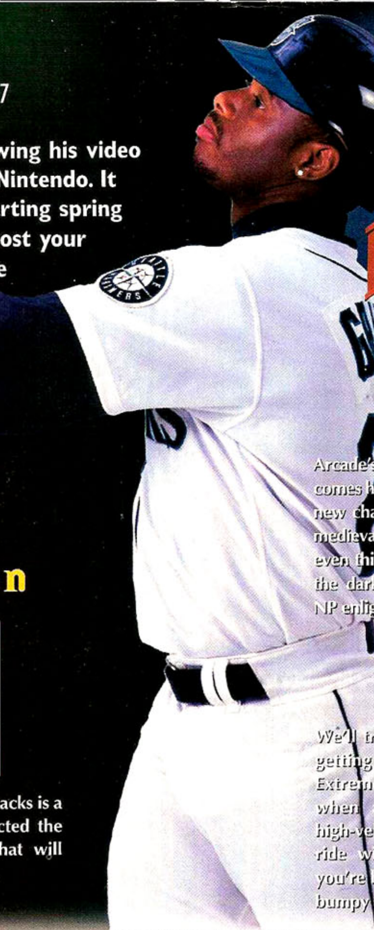
MARIO PAINT 64
MISCHIEF MAKERS
MISSION: IMPOSSIBLE
MLB FEATURING KEN GRIFFEY JR.
MORTAL KOMBAT MYTHOLOGIES
•MORTAL KOMBAT TRILOGY
MULTI RACING CHAMPIONSHIP
NAGANO WINTER OLYMPICS '98
•NBA HANGTIME
NBA HARDWOOD HEROES
NBA—IN THE ZONE '98
NFL QUARTERBACK CLUB '98
NHL BREAKAWAY '98
•PILOTWINGS 64
PILOTWINGS 2
QUAKE 64
QUEST 64
QUEST FOR CAMELOT
REV LIMIT
ROBOTECH: CRYSTAL DREAM
•ROBOTRON 64
SAN FRANCISCO RUSH
•SHADOWS OF THE EMPIRE
SIMCITY 64
SIM CHOPPER
SPACE STATION SILICON VALLEY
SPACE CIRCUS
ST. ANDREWS OLD COURSE
•STAR FOX 64
SUPER MARIO RPG 2
•SUPER MARIO 64
SUPER MARIO 64 2
SUPER BOMBERMAN 64
SUPERMAN
•TETRISPHERE
TONIC TROUBLE
TOP GEAR RALLY
•TUROK: DINOSAUR HUNTER
TUROK 2
TWISTED EDGE SNOWBOARDING
ULTRA SOCCER
ULTRA DESCENT
UNREAL
VIDEO SYSTEMS RACING
VIRTUAL CHESS 64
•WAR GODS
•WAVE RACE 64
•WAYNE GRETZKY'S 3D HOCKEY
WAYNE GRETZKY 3-D HOCKEY II
WCW NITRO
WCW VS. NWO
WHEEL OF FORTUNE
WILD CHOPPERS
WWF 6: RAW IS WAR
YOSHI'S STORY
ZELDA 64

23 Health
33 Laser

LAP 1/3
TOTAL TIME 3'24"96
LAP TIME 3'24"96
38MPH
20/20

Coming Next Issue.....

Volume 101, October 1997



MAJOR LEAGUE Baseball FEATURING KEN GRIFFEY JR™

This season, Griffey will swing his video game bat exclusively for Nintendo. It may be fall, but we're starting spring training in October to boost your ball playing into the same league as Junior himself.

F1 Pole Position

POS
LAP
15/22
FUJI TELEVISION
WIN
TIR
SUS
BRA
GEA
136 Km/h
SHIFT

Racing through 16 international tracks is a grueling circuit, so we've concocted the perfect Formula 1 road rules that will keep you at the front of the pack.

MACE 64

Arcade's 3-D fighting frenzy comes home to the N64 with new characters and brutally medieval weapons. But don't even think of trying to enter the dark age without some NP enlightenment.

EXTREME-G

We'll try to keep you from getting smeared into Extreme-G roadkill, but when a game crosses a high-velocity roller coaster ride with target practice, you're bound to be in for a bumpy ride!

N64

1. Blast Corps
2. Clay Fighter 63 ⅓
3. Cruis'n USA
4. Dark Rift
5. Doom 64
6. FIFA Soccer 64
7. GoldenEye
8. Hexen
9. International Superstar Soccer 64
10. Killer Instinct Gold
11. Mario Kart 64
12. Mortal Kombat Trilogy
13. Multi Racing Championship
14. NBA Hangtime
15. PilotWings 64
16. Robotron 64
17. Star Fox 64
18. Star Wars: Shadows of the Empire
19. Super Mario 64
20. Turok: Dinosaur Hunter
21. War Gods
22. Wave Race 64
23. Wayne Gretzky's 3-D Hockey

Super NES

24. Addams Family Values
25. The Adventures of Batman & Robin
26. Aerobiz Supersonic
27. AAAHH!!!! Real Monsters
28. Animaniacs
29. Arcade's Greatest Hits
30. Ardy Lightfoot
31. Arkanoid: Doh It Again
32. Bass Master II
33. Bass Masters Classic
34. Bass Masters Classic Pro Edition
35. Bassin's Black Bass with Hank Parker
36. Batman Forever
37. Boogerman
38. The Brainies
39. Breath of Fire II
40. Brunswick's World Tournament of Champions
41. Bust A Move
42. Castlevania Dracula X
43. Casper
44. Chrono Trigger
45. Civilization
46. Clue
47. College Football USA '97
48. College Slam
49. Cutthroat Island
50. Demolition Man
51. Demon's Crest
52. Dirt Trax FX
53. Disney's Aladdin
54. Disney's Pinocchio
55. Donkey Kong Country
56. Donkey Kong Country 2
57. Donkey Kong Country 3
58. Doom
59. Dragon View
60. EarthBound
61. Earthworm Jim
62. Earthworm Jim 2
63. Emmitt Smith Football
64. Family Feud
65. FIFA Soccer '97
66. Final Fantasy II
67. Final Fantasy III
68. Final Fight 3
69. Frank Thomas Big Hurt Baseball
70. Frantic Flea
71. Gearheads
72. Harvest Moon
73. Illusion of Gaia
74. Incantation
75. Indiana Jones' Greatest Adventures
76. Judge Dredd
77. Jungle Strike
78. Jurassic Park 2
79. Ken Griffey Jr. Presents: MLB
80. Ken Griffey Jr.'s Winning Run
81. Killer Instinct
82. King Arthur & the Knights of Justice
83. Kirby Super Star
84. Kirby's Dream Course
85. The Legend of Zelda: A Link to the Past
86. Lemmings 2
87. Lobo
88. Looney Tunes B-ball
89. The Lost Vikings
90. The Lost Vikings II
91. Lufia II
92. Madden NFL '97
93. Magic Boy
94. Mario Paint
95. Marvel Super Heroes in War of the Gems
96. The Mask
97. Maui Mallard in Cold Shadow
98. Mechwarrior 3050
99. Mega Man X
100. Mega Man X2
101. Mega Man X3
102. Mega Man 7
103. Might & Magic III: Isles of Terra
104. Mighty Morphin Power Rangers: The Movie
105. Mohawk & Headphone Jack
106. Monopoly
107. Mortal Kombat II
108. Mortal Kombat 3
109. Mr. Do!
110. Ms. Pac-Man
111. Mutant Chronicles: Doom Troopers
112. NBA Give 'n' Go
113. NBA Hangtime
114. NBA Jam
115. NBA Jam Tournament Edition
116. NBA Live '97
117. NFL Quarterback Club '96
118. NHL '97
119. Ninja Gaidan Trilogy
120. Ogre Battle
121. Olympic Summer Games
122. Oscar
123. PGA European Tour
124. Pitfall
125. Power Piggs of the Dark Age
126. Power Rangers Zeo: Battle Racers
127. Prehistorik Man
128. Primal Rage
129. Prince of Persia 2
130. P.T.O. II
131. Realm
132. Revolution X
133. Road Rash
134. RoboTrek
135. Romance of the Three Kingdoms IV: Wall of Fire
136. Samurai Shodown
137. Scooby Doo Mystery
138. Secret of Evermore
139. Secret of Mana
140. SimCity
141. SimCity 2000
142. Space Invaders
143. Spawn
144. Star Fox
145. Star Trek: Deep Space Nine
146. Star Trek: Star Fleet Academy
147. Street Fighter Alpha 2
148. Street Fighter II
149. Street Fighter II Turbo
150. Stunt Race FX
151. Super Black Bass
152. Super Bomberman 2
153. Super Mario All-Stars
154. Super Mario Kart
155. Super Mario RPG
156. Super Mario World 2: Yoshi's Island
157. Super Metroid
158. Super Punch-Out!!
159. Super Star Wars
160. Super Street Fighter II
161. Swat Kats
162. Tecmo Secret of the Stars
163. Tecmo Super Bowl III: Final Edition
164. Tetris & Dr. Mario
165. Tetris Attack
166. Top Gear 3000
167. Toy Story
168. True Lies
169. Ultimate Mortal Kombat 3
170. Uncharted Waters New Horizons
171. Uniracers
172. Urban Strike
173. War 3010: The Revolution
174. Wario's Woods
175. WeaponLord
176. Wheel of Fortune
177. Whizz
178. Winter Gold
179. WWF Raw
180. WWF Wrestlemania: The Arcade Game
181. X-Men: Mutant Apocalypse
182. Zoop

Game Boy

183. Adventure Island
184. Aladdin
185. Alien Games
186. Animaniacs
187. Asteroids/Missile Command
188. Battle Arena Toshinden
189. Battle Zone/Super Breakout
190. Black Bass Lure Fishing
191. Blues Bros. Jukebox
192. The Bugs Bunny Crazy Castle 2
193. Casino Funpak
194. Castlevania Adventure
195. Castlevania II: Belmont's Revenge
196. Centipede/Millipede
197. College Slam
198. Contra: The Alien Wars
199. Cutthroat Island
200. Defender/Joust
201. Desert Strike
202. Disney's Pinocchio
203. Donkey Kong Land
204. Donkey Kong Land 2: Diddy's Kong Quest
205. Donkey Kong '94
206. Dr. Mario
207. DragonHeart
208. Earthworm Jim
209. Earthworm Jim 2
210. FIFA Soccer '97
211. 4-in-1 Fun Pak
212. Frank Thomas Big Hurt Baseball
213. Galaga/Galaxian
214. Game & Watch Gallery
215. Hercules
216. Hunchback of Notre Dame
217. Iron Man X-O Manowar In Heavy Metal
218. James Bond 007
219. Jeopardy! Platinum Edition
220. Jeopardy! Teen Tournament
221. Jungle Strike
222. Jurassic Park 2
223. Ken Griffey Jr. Presents: MLB
224. Killer Instinct
225. King of Fighters '95
226. Kirby's Block Ball
227. Kirby's Dream Land
228. Kirby's Dream Land 2
229. Kirby's Pinball Land
230. Kirby's Star Stacker
231. Lamborghini American Challenge
232. The Legend of Zelda: Link's Awakening
233. The Lion King
234. Looney Tunes
235. Madden '96
236. Marble Madness
237. Mario's Picross
238. Mega Man
239. Mega Man V
240. Metroid II: Return of Samus
241. Mole Mania
242. Monster Max
243. Mortal Kombat II
244. Mortal Kombat 3
245. Ms. Pac-Man
246. NBA Jam
247. NBA Jam Tournament Edition
248. NBA Live '96
249. NHL '96
250. Nigel Mansell's World Championship
251. Olympic Summer Games
252. Operation C
253. Pac-Man
254. Paperboy
255. PGA Tour Invitational
256. Pocahontas
257. Prehistorik Man
258. Primal Rage
259. Q*Bert
260. Samurai Shodown
261. Solitaire FunPak
262. Space Invaders
263. Star Trek: Generations
264. Street Fighter II
265. Street Racer
266. Super Mario Land
267. Super Mario Land 2: 6 Golden Coins
268. Super Return of the Jedi
269. Sword of Hope II
270. Tazmania 2
271. Tetris
272. Tetris Attack
273. Tetris Blast
274. Tetris Plus
275. Tetris 2
276. Timon & Pumbaa
277. Tiny Toon Adventures 2
278. Titus the Fox
279. Toy Story
280. Track & Field
281. Urban Strike
282. Vegas Stakes
283. Wario Blast
284. Wario Land: Super Mario Land 3
285. WWF Raw
286. Zoop

Upcoming Releases & Other Picks

287. Aero Fighters Assault (N64)
288. Aero Gauge (N64)
289. Arcade's Greatest Hits: Atari Collection (Super NES)
290. Banjo-Kazooie (N64)
291. Bio Freaks (N64)
292. Body Harvest (N64)
293. Bomberman 64 (N64)
294. Buggie Boogie (N64)
295. Chameleon Twist (N64)
296. Conker's Quest (N64)
297. Creator (N64)
298. Donkey Kong Land 3 (Game Boy)
299. Dracula 3-D (N64)
300. Dragon Quest VI (Super Famicom)
301. Dual Heroes (N64)
302. Duke Nukem 3-D (N64)
303. EarthBound 64 (N64)
304. Earthworm Jim 3 (N64)
305. Extreme-G (N64)
306. F-1 Pole Position (N64)
307. F-Zero 64 (N64)
308. Forsaken (N64)
309. Freak Boy (N64)
310. Game Boy Pocket
311. Hybrid Heaven (N64)
312. Jeopardy! (N64)
313. Kirby's Air Ride (N64)
314. Kirby's Dream Land III (Super NES)
315. Knife Edge (N64)
316. Lamborghini 64 (N64)
317. The Legend of the Mystical Ninja (N64)
318. Legion X (N64)
319. Mace 64 (N64)
320. Madden NFL '98 (Super NES)
321. Magic: The Gathering (N64)
322. Major League Baseball Featuring Ken Griffey Jr. (N64)
323. Marvelous: Another Treasure Island (Super Famicom)
324. Mischief Makers (N64)
325. Mission: Impossible (N64)
326. Mortal Kombat Mythologies: Sub-Zero (N64)
327. Nagano Winter Olympics '98 (N64)
328. NBA Hardwood Heroes (N64)
329. NBA Live '98 (Super NES)
330. NFL Quarterback Club '98 (N64)
331. NHL '98 (Super NES)
332. NHLPA and NHL Present Wayne Gretzky's 3-D Hockey '98 (N64)
333. Nintendo 64
334. Nintendo 64 Disk Drive
335. Pocket Monsters (Game Boy)
336. Quake (N64)
337. Quest 64 (N64)
338. Rev Limit (N64)
339. Robotech: Crystal Dreams (N64)
340. Rumble Pak
341. San Francisco Rush: Extreme Racing (N64)
342. SimCity (N64)
343. SimCopter (N64)
344. Space Circus (N64)
345. Space Station: Silicon Valley (N64)
346. Super Mario RPG 2 (N64)
347. Super Star Stacker (Super NES)
348. Superman (N64)
349. Superman (Game Boy)
350. Tetrisphere (N64)
351. Timon & Pumbaa (Super NES)
352. Tonic Trouble (N64)
353. Top Gear Rally (N64)
354. Turok 2 (N64)
355. Twisted Edge Snowboarding (N64)
356. Ultra Descent (N64)
357. Ultra Soccer (N64)
358. Unreal (N64)
359. Virtual Chess II (N64)
360. Wario Land 2 (Game Boy)
361. WCW Nitro (N64)
362. WCW Vs. NWO: World Tour (N64)
363. Wheel of Fortune (N64)
364. Wild Choppers (N64)
365. Wonder Project J 2 (N64)
366. WWF 6 (N64)
367. Yoshi's Story (N64)
368. Zelda 64 (N64)

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

Volume 98 (Jul. '97): Star Fox 64, Dark Rift Review, International Superstar Soccer 64, Hexen Part 2, Blast Corps: Expert Levels, Disney's Hercules, Online Update with Amy and Travis, 1997 E3 Preview, Pocket Monsters, Blast Corps Comics.

Volume 97 (Jun. '97): Clay Fighter 63 1/3, Hexen Part 1, War Gods, Turok: Dinosaur Hunter Warp Maps, Aladdin: Race for the Rubies, DKL 2: The Final Levels, Space Station Silicon Valley, Aero Fighters Assault, Blast Corps Comics, Tokyo Game Show Report.

Volume 96 (May '97): Doom 64 Strategies Part 2, FIFA Soccer 64, Star Fox 64 Preview, Lost Vikings 2, Blast Corps Strategies Part 2, Donkey Kong Country 3, The 1996 Nintendo Power Awards Winners, Interplay Fun Pak Extravaganza, Wonder Project J2.

Volume 95 (Apr. '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63 1/3 Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

Volume 94 (Mar. '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

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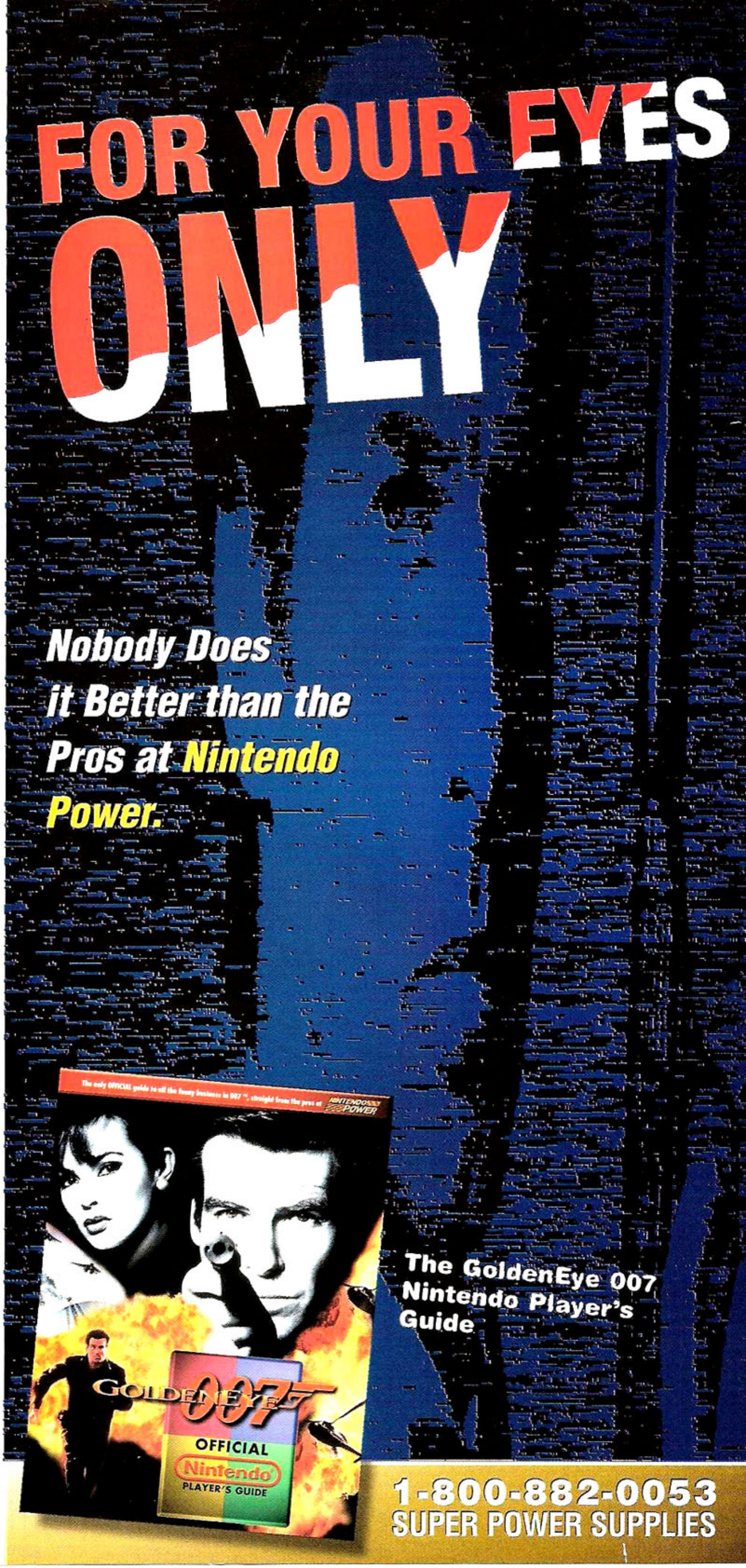
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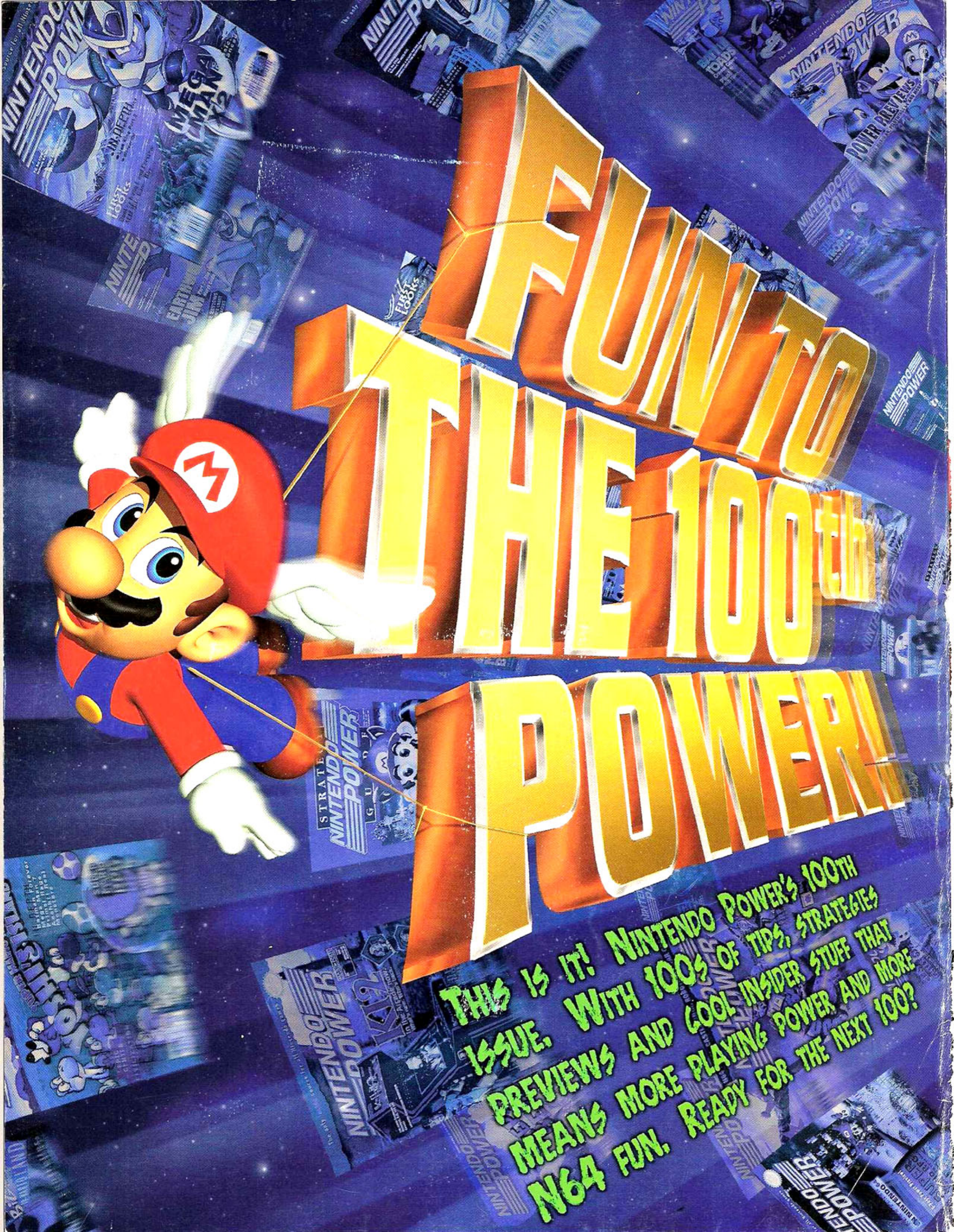

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